



Neon ODYSSEY

OVERDRIVE EXPANSION

PLAYTEST 1

***THIS IS A PLAYTEST DOCUMENT AND ALL
CONTENT IS SUBJECT TO CHANGE***

The layout and presentation of this PDF
was made specifically for this playtest and
is not representative of the final book



Material marked with 🍷 appears in the *Outrunner's Handbook*.
Material marked with 🌌 appears in the *Cosmic Codex*.
Material marked with ⚡ appears in the *Overdrive Expansion*.

PLAYTEST VERSION 0.1.0

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NEON ODYSSEY

PLAYTEST

Thank you for your support of Neon Odyssey! As part of your rewards, you have gained access to the official playtest. This is the first comprehensive playtest of Neon Odyssey materials, and your chance to contribute to the books by submitting your feedback! Within these documents, you will find a robust number of options to create characters and run encounters using the Dungeons & Dragons 5.5e rule set.

Please read this entire introduction carefully.

NOTE: Everything in this playtest is subject to change.

ACCESSING THE PLAYTEST

This playtest is split into three separate documents, which include the material that will appear in the *Outrunner's Handbook*, *Cosmic Codex*, and *Overdrive Expansion* respectively. You will have access to the playtest materials associated with the books included in your Kickstarter pledge or Backerkit pre-order. All playtest documents you have access to will be available in the Digital Downloads section of your Backerkit Survey.

Because this playtest is exclusive to backers and pre-order customers, we ask that you do not share these materials broadly, but you can send them to anyone you will be playtesting with so they may prepare for the sessions."

PURPOSE OF THE PLAYTEST

This first playtest is intended to focus on character creation and testing encounters "on foot," or in the standard D&D scale. Starship combat is currently being worked on based on feedback from the Kickstarter pre-launch testing and is not part of this playtest.

If you wish to include starship combat in your sessions, you can use the rules in the Pre-Launch playtest materials, but be aware that it is already obsolete and we are not looking for feedback on starship combat as part of this playtest. We are only looking for feedback regarding "on foot" encounters.

WHAT'S INCLUDED

The following material is included in this first playtest. Anything not mentioned below is not intended to be part of the playtest, and we are not seeking feedback on it.

OUTRUNNER'S HANDBOOK

- ▶ Setting Primer
- ▶ 12 Class Skins
- ▶ Machinist Class
- ▶ 26 Subclasses
- ▶ 21 Species
- ▶ 14 Origin Feats
- ▶ 95 Spells
- ▶ 2 New Skills: Computers & Technology
- ▶ Aether Exposure Rules
- ▶ Grid Spiking Rules
- ▶ Weapons, Armor, Tools, and Outrunning Equipment

- ▶ Vehicle Rules (Starship rules to follow later)
- ▶ Adaptation Traits to customize any stat block to alien worlds
- ▶ 6 Planetary Vehicles
- ▶ 8 Monsters

COSMIC CODEX

- ▶ 47 Monsters

OVERDRIVE EXPANSION

- ▶ 26 Subclasses
- ▶ 21 Species

SUBMITTING FEEDBACK

When you are prepared to submit feedback regarding any material in the playtest, please use the survey form here or at avantris.com/neon-survey. You will submit the survey for each piece of content you want to give feedback on (a subclass, a species, a monster, etc.), and you can fill it out as many times as you like. To give feedback on separate items, please submit different surveys and do not lump in your feedback on multiple things into a single survey.



Our priority for this playtest is to get feedback on how the content is playing, but we are welcoming proofreading feedback as well, so feel free to include typos that you catch. However, our priority is learning the following about the content.

- ▶ Is it thematic, and do the mechanics reinforce the story and flavor?
- ▶ Is it fun to play at the table, for both players and GMs?
- ▶ Does it feel balanced, and are there any features that seem overtuned or underwhelming?
- ▶ Is there anything that does not function as intended, or is broken in some way?
- ▶ Are any mechanics articulated in an unclear or confusing manner?

Please keep in mind that we are not looking for challenge or feedback on the thematic core of subclasses, species, monsters, setting elements, etc. We want to know if the game objects are successfully achieving the determined theme.

DISCUSS WITH THE COMMUNITY

We encourage you to discuss the playtest materials, your character ideas, session reports, and anything else regarding Neon Odyssey in our official Discord Server at neonrpg.com/discord. You can discuss your experiences, thoughts, and feedback on the playtest in the appropriate channels, or even find people to play with.

THANK YOU!

We appreciate taking the time to playtest Neon Odyssey! The Avantris team has worked hard on these materials, and we hope you like what's inside. We're looking forward to seeing your feedback!

SUBCLASSES

CRYPTIST: DEEPSWORN

Unmake Existence with the Annihilation of the Void

The Deepsworn are Cryptists who scour the secrets of the infinite depths of the Abyssal Void and the prophecies that the Stardust Rhapsody will end how it began—in darkness. They dredge up the annihilating power of the Deep, unfathomable beings inimical to galactic existence, to unmake whatever or whomever does not fall into their cosmic designs. Many Deepsworn are drawn to the lost ruins of the Eldest in hopes to discover truths of what existed before the galaxy, while some look only forward to advance the unraveling of the song of creation.

LEVEL 3: ABYSSAL DISINTEGRATION

The annihilation of the Deep suffuses all your magic. When you deal damage with a Cryptist spell, you can change the damage type to Force or Necrotic.

LEVEL 3: DEEPSWORN SPELLS

When you reach a Cryptist level specified in the Deepsworn Spells table, you thereafter always have the listed spells prepared.

DEEPSWORN SPELLS

CRYPTIST LEVEL	SPELLS
3	<i>Bane</i> , <i>Hex</i> , <i>Ray of Enfeeblement</i> , <i>Silence</i>
5	<i>Counterspell</i> , <i>Dispel Magic</i>
7	<i>Banishment</i> , <i>Summon Void-Dweller</i> 🌸
9	<i>Antilife Shell</i> , <i>Psychic Storm</i> 🌸

LEVEL 3: SIGN OF ANNIHILATION

You unravel the song of creation within your foes. You can cast *Hex* without a spell slot once, and you regain the ability to do so when you finish a Long Rest.

A creature cursed by your *Hex* must make a Constitution saving throw against your spell save DC at the start of each of its turns. On a failed save, its Armor Class is reduced by 1 until the *Hex* ends. Successive failures worsen the penalty by 1 to a maximum of 5. On a success, this effect ends and its Armor Class returns to normal (but the spell remains).

LEVEL 6: DEVOUR THE METAPHYSICAL

You can devour magic itself and send the Deep to those who would cast it. When you cause a spell to dissipate using *Counterspell*, or when you end an ongoing spell with *Dispel Magic*, the caster of the spell takes 4d6 Force damage from the unmade magic.

LEVEL 6: INESCAPABLE END

Your foes cannot easily escape their fate. When you cast *Hex*, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

LEVEL 10: CONSUMING ANNIHILATION

Your foes' faculties are consumed. A creature affected by your Sign of Annihilation feature subtracts 1d6 from saving throws.

LEVEL 10: UNRAVELED MIND

The unfathomable nature of the Abyssal Void unravels the minds of those who witness it. When a creature fails an Intelligence saving throw against your *Psychic Storm* 🌸 spell, it is affected by your Sign of Annihilation feature for 1 minute, even if it isn't cursed by your *Hex*.



Deepsworn
Cryptist



LEVEL 14: INEVITABLE OBLIVION

You become a vessel for the annihilating hunger of the Deep. As a Magic action, you unleash lashing arcs of void energy. You can direct the lashes at up to four targets within 60 feet of you. A target can be a creature, a nonmagical object, or a creation of magical force, such as a wall created by *Wall of Force*.

A creature targeted by one or more lashes makes a Dexterity saving throw against your spell save DC. On a failed save, the target takes $2d8 + 10$ Force damage for each lash that struck it (this is considered one source of damage). If this damage reduces the target to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into dust. The creature can be revived only by a *True Resurrection* or *Wish* spell.

Each lash automatically disintegrates a Medium or smaller nonmagical object or creation of magical force. If such a target is Large or larger, a lash disintegrates two 5-foot Cube portions of it.

Once you use this feature, you can't use it again until you finish a Long Rest. Alternatively, you can expend a level 6+ Eldritch Revelation to use it again; the damage of one lash increases by $2d8$ for each level above 6.

CRYPTIST: PRIMEVAL

Unleash the Elemental Calamity of Natural Disasters

The Primeval are Cryptists who uncover the archaic mysteries of the untamed elemental chaos that still rages since the song of creation was first sung. They call forth the unbowed primordial wrath seen in natural disasters and brutal environments, unleashing formidable blizzards and devastating volcanic eruptions against those in their path. The Primeval are most at home in the remote and wild reaches of the galaxy amongst the prehistoric ruins they study, but some seek out the neon lights of civilization.

LEVEL 3: CALAMITY-TOUCHED

You are infused with elemental calamity, granting you the following benefits.

ARCHAIC ELEMENT. Choose one of the following damage types to master: Acid, Cold, Fire, Lightning, or Thunder. You gain Resistance to the damage type you mastered. Additionally, when you deal damage with a spell or a weapon, you can change the damage type to the type you mastered, and you ignore Resistance to that type.

CONSUMING CALAMITY. When a creature you can see within 30 feet takes damage of the same type as your chosen Archaic Element, you can take a Reaction to grant the creature Resistance to that instance of damage, and you gain a number of Temporary Hit Points equal to the amount of damage the creature takes. You can use this feature a number of times equal to your Occult Magic spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Primeval
Cryptist



LEVEL 3: PRIMEVAL SPELLS

When you reach a Cryptist level specified in the Primeval Spells table, you thereafter always have the listed spells prepared.

PRIMEVAL SPELLS

CRYPTIST LEVEL	SPELLS
3	<i>Chromatic Orb, Flame Blade, Scorching Ray, Thunderwave</i>
5	<i>Call Lightning, Elemental Wrath</i> 🔴, <i>Fireball</i>
7	<i>Ice Storm, Summon Primordial</i> 🔴
9	<i>Cone of Cold, Conjure Elemental</i>

LEVEL 3: SHIELD OF THE ELEMENTS

Unbound primordial forces surround you like a shield. While you aren't wearing any armor, your base Armor Class equals 10 plus your Constitution and Occult Magic spellcasting ability modifiers.

LEVEL 6: PRIMORDIAL FURY

Your power over the destructive forces of nature grows, granting you the following benefits.

ARCHAIC DUALITY. Choose a second damage type from your Archaic Element feature to master.

PRIMEVAL WRATH. When you cast *Elemental Wrath* 🔴 and choose one of your mastered damage types, targets have Disadvantage on saving throws against the spell.

Additionally, you can cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest. When you cast it in this way, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

LEVEL 10: ONE WITH THE CATACLYSM

You become one with an elemental force, granting you the following benefits.

ARCHAIC WRATH. Choose a third damage type from your Archaic Element to master.

Additionally, choose one of your Archaic Element damage types. You gain Immunity to that damage type, and you can change the selection when you finish a Long Rest.

PRIMORDIAL BARRIER. When you or an ally you can see within 10 feet of you is targeted by an attack roll, you can take a Reaction to create a swirling barrier of one of your mastered elements until the end of your next turn. The barrier fills a 10-foot Emanation originating from you. You and your allies in the barrier have Half Cover. When the barrier ends, you can deal 2d8 damage of the chosen type to creatures of your choice within the Emanation.

You can take this Reaction a number of times equal to your Occult Magic spellcasting ability modifier, (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 14: HERALD OF CALAMITY

Natural disasters manifest at your call. You can cast *Earthquake* once without a spell slot, and you regain the ability to do so when you finish a Long Rest.

When you cast the spell in this way and choose the Fissures option, you can choose one of your Archaic Element damage types. The fissures are filled with the chosen element. A creature in a fissure that fails its saving throw against the spell takes 3d10 damage of the chosen type and suffers the corresponding effect below. On a successful save, it takes half as much damage only.

ACID. The target has the Poisoned condition until the start of your next turn.

COLD. The target's Speed is reduced by 10 feet until the start of your next turn.

FIRE. The target starts burning.

LIGHTNING. The target can't take Reactions until the start of your next turn.

THUNDER. The target has the Deafened condition until the start of your next turn. While Deafened in this way, the target can't cast spells with Verbal components.



DISCIPLE: ANOMALY

Become a Glitch in the Code of Reality

Anomalies walk between two worlds, their souls existing simultaneously in reality and the Hypergrid. This connection allows them to perceive the code underlying existence and bend it to their will, escaping the shackles of reality to perform feats most would deem impossible. Some of these living glitches eventually become digital wanderers within the Hypergrid, while others devote themselves to discovering just how many rules of existence they can break.

LEVEL 3: SOURCE CODE

A digital database is always at your fingertips. Whenever you finish a Short or Long Rest, you can choose one skill or tool proficiency that you lack and gain it by downloading the knowledge from the Hypergrid. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

LEVEL 3: GLITCH IN THE HYPERGRID

Your connection to the Hypergrid grants your body and soul additional combat features. You gain the following benefits.

HYPER ARSENAL. Simple Ranged weapons are Disciple weapons for you, and Submachine Guns have the Light property for you.

BALLISTIC PROTOCOL. When you use Ensouled Strikes, you can use a Simple Ranged weapon with the Light property to make the extra attacks that feature grants instead of Unarmed Strikes.

GRIDWARPED STRIKES. Once per turn, when you hit a creature with an attack roll using a Disciple weapon or an Unarmed Strike, you can push the target up to 10 feet away from yourself.

LEVEL 6: REALITY OVERRIDE

Your digital soul untethers you from the rules of reality. You gain the following benefits.

SEE THE SIMULATION. You can expend 1 Essence Point to cast *See Invisibility* without spell components. Once during the spell's duration, on your turn, you can choose to see through solid objects up to 1 foot thick that are within 60 feet of you. This special vision lasts until the end of your turn.

GRID BREACH. You can expend 1 Essence Point as a Bonus Action to teleport up to 60 feet to an unoccupied space you can see.

LEVEL 11: REWRITE TRAJECTORY

The code of existence stops with a wave of your hand. When you use Centered Deflection against a ranged attack, you can disrupt the projectile's momentum and the space around you. Until the start of your next turn, you have Three-Quarters Cover against ranged attacks.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

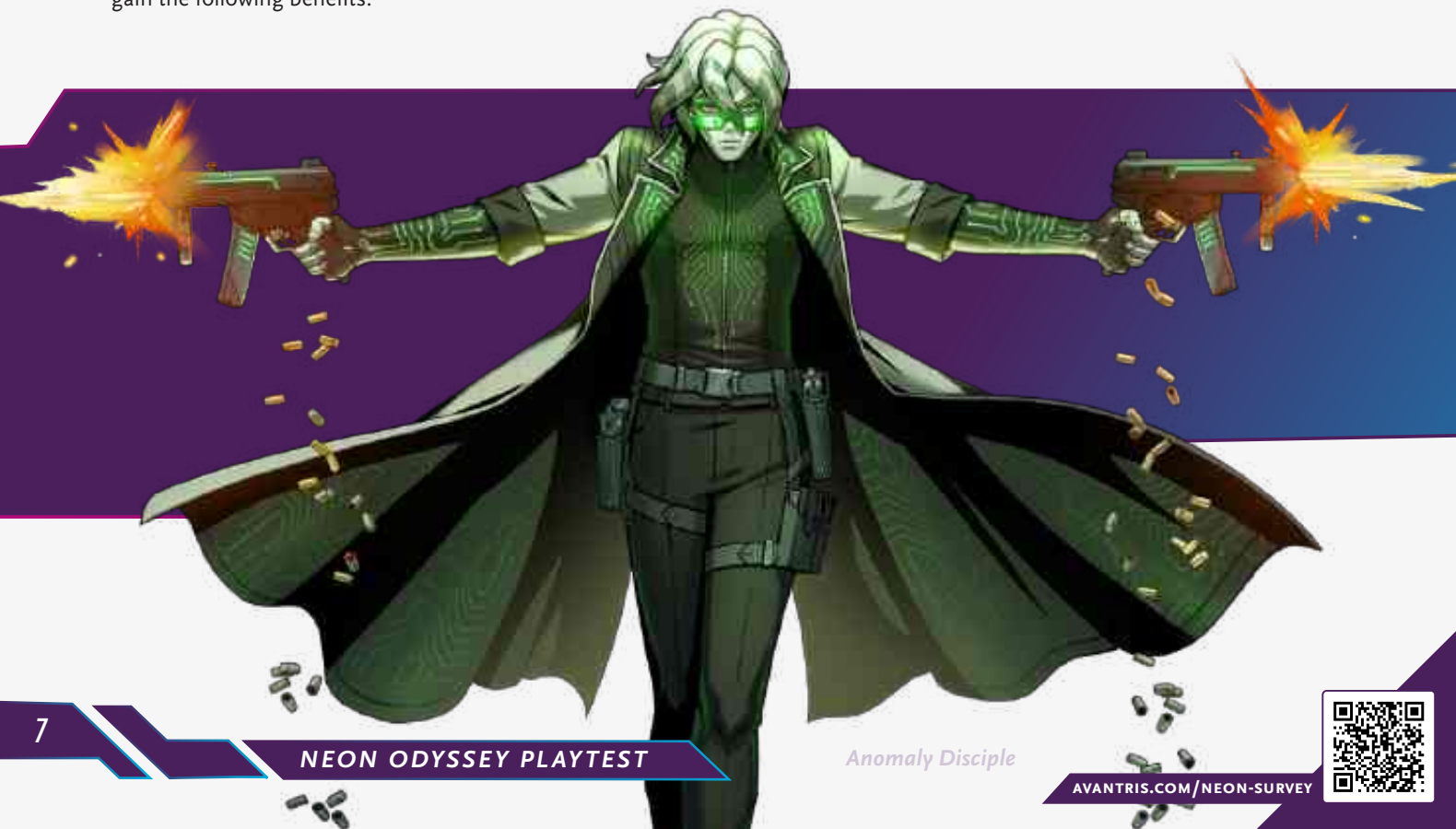
LEVEL 17: IMPOSSIBLE NO MORE

The code of your soul shatters the rules of reality. As a Magic action, you can expend 3 Essence Points to transcend your limits. This form lasts for 1 minute or until you have the Incapacitated condition. You gain the following benefits while this feature is active.

BULLET TIME. Ranged attacks made against you and your allies in a 10-foot Emanation originating from you have Disadvantage, and you and your allies in the Emanation have Resistance to damage from attacks made with Ranged weapons.

FORM WITHOUT BOUNDARY. You have a Fly Speed equal to your Speed, and you can hover.

OVERCLOCK. You can expend 1 Essence Point to use Ensouled Strikes and make four Unarmed Strikes with it instead of three.





*Ghostframe
Disciple*

DISCIPLE: GHOSTFRAME

Infiltrate and Eliminate with Cybernetic Precision

Ghostframes blur the boundary between flesh and machine. These Disciples channel their Essence through soul-linked cybernetic augmentations to become unmatched infiltrators and assassins. Some become instruments of death in service to secretive organizations, while others use their enhancements to protect the innocent from the shadows.

LEVEL 3: INFILTRATION AND ELIMINATION

Your augments empower you to strike from the shadows. You gain the following benefits.

BLADE MASTER. Combat Swords are Disciple weapons for you.

INFILTRATION MODE. You can take the Hide action as a Bonus Action. When you expend an Essence Point to use Flowing Step, you can replace the Dash or Disengage action with the Hide action, and you can hide even while in an enemy's line of sight.

LIVEWIRE STRIKE. Once per turn, when you hit with an Unarmed Strike or a Powered weapon and deal damage, you can expend 1 Essence Point to deal extra Lightning damage equal to two rolls of your Combat Tradition die.

LEVEL 3: MACHINE WITHIN

Your body is upgraded with soul-powered cybernetics. You gain the following benefits.

SENSORY UPGRADE. You gain Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

SYNTHETIC SPEECH. You know SIGNAL, the language of programs and bots.

TECH INTERFACE. You gain proficiency in your choice of the Computers or Technology skill if you don't already have it, and you gain a bonus to Intelligence checks using either of those skills. The bonus equals your Wisdom modifier (minimum bonus of +1).

LEVEL 6: SYNTHETIC SUPREMACY

You embrace the machine and unlock the soul in the steel. You gain the following benefits.

CYBER ASSASSIN. At the start of your turn, you can expend 1 Essence Point to enter a charged state for 10 minutes or until you have the Incapacitated condition. For the duration, your weapons that use Power Cells don't drain charges from their cells or can operate without a cell, and you score a Critical Hit with them on a roll of 19 or 20 on the d20.

POWER DRAIN. As a Bonus Action, you can drain and destroy a fully charged Power Cell you're carrying to regain 1d8 expended Essence Points. You can't use this benefit again until you finish a Short or Long Rest.

SHIELDED CORE. You gain Resistance to Lightning damage.

LEVEL 11: AUGMENT OVERCHARGE

Your cybernetic sensor suite is highly tuned. You gain Blindsight with a range of 10 feet. If you already have Blindsight, its range increases by 10 feet.

While your Cyber Assassin feature is active, the range of your Blindsight increases to 60 feet, and if you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

LEVEL 17: MACHINE SOUL

You eliminate the line between flesh, machine, and soul. While your Cyber Assassin feature is active. You gain the following benefits:

ACTIVE CAMOUFLAGE. As a Bonus Action, you can give yourself the Invisible condition until the start of your next turn. The condition ends early if you damage a creature or force anyone to make a saving throw.

CORE CONDUIT. Once on each of your turns, when you hit with an Unarmed Strike or a Disciple weapon and deal damage, you can deal extra Lightning damage equal to one roll of your Combat Tradition die.

CUTTING EDGE SENSORS. You gain Truesight with a range of 60 feet.



ENFORCER: ARBITER

Become the Judgment of Life and Death

Arbiters are Enforcers who stand at the precipice of life and death, serving as the firm hand of the Harmony to preserve its natural cycle and destroy threats to the balance. They wield the Vital aspect to protect lives whose purpose remains unfilled and unleash the Somber aspect to cull those who have lingered beyond their allotted time. Many Arbiters strive for balance by holding themselves to the same cycle, but some pledge themselves to a singular aspect, becoming Vital shepherds or Somber reapers.

LEVEL 3: ASPECT OF BALANCE

You are the firm hand of the Harmony. When you finish a Long Rest, choose which aspect of the Harmony your balance shifts toward: Somber or Vital. When you take the Attack action, you can expend one use of your Cosmic Conduit to imbue one or two Melee weapons you are holding with Harmonic energy. For 10 minutes or until you use this feature again, imbued weapons gain one of the following benefits. If your current balance doesn't match the benefit, your balance shifts to match it.

Arbiter
Enforcer

You can end this effect early (no action required). This effect also ends if you aren't carrying all imbued weapons.

SOMBER. When you hit with the weapon, you can cause it to deal Necrotic damage instead of its normal damage type. When you do so, once during your turn, you can deal extra damage equal to twice your Charisma modifier (minimum of 2 extra damage).

VITAL. When you hit with the weapon, you can cause it to deal Radiant damage instead of its normal damage type. When you do so, once during your turn, you regain a number of Hit Points equal to your Charisma modifier (minimum of 1), gaining any excess beyond your maximum as Temporary Hit Points.

LEVEL 3: ARBITER SPELLS

The Somber and Vital aspects of the Harmony infuse you with magic. When you reach an Enforcer level specified in the Arbiter Spells table, you thereafter always have the listed spells for your current balance aspect prepared.

ARBITER SPELLS

ENFORCER LEVEL	SOMBER SPELLS	VITAL SPELLS
3	Bane, Withering Lightning	Command, Healing Word
5	Hold Person, Ray of Enfeeblement	Harmonic Bond, Suggestion
9	Fear, Somber Extraction	Revivify, Sending
13	Blight, Phantasmal Killer	Charm Monster, Divination
17	Antilife Shell, Contagion	Mass Cure Wounds, Scrying

LEVEL 3: HARMONY'S GRASP

You can reach through the Harmony's ever-present flow. As an Attack action, or in place of an attack when you take that action on your turn, you can telekinetically move an object or another creature that you can see within 30 feet of you. An object must be Medium or smaller. A creature must succeed on a Strength saving throw against your spell save DC or be affected. You move an affected target up to 30 feet to an unoccupied space you can see.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

LEVEL 7: HARMONIC VIGIL

The presence of the Harmony deflects harm. You and your allies in your Zone of Safety have Resistance to Necrotic and Radiant damage, and when you take the Dodge action, you and allies in your aura have Half Cover until the start of your next turn.



LEVEL 15: WARDEN OF LIFE AND DEATH

You are especially attuned to the Harmony within your allies. You gain the following benefit determined by your Aspect of Balance.

SOMBER RETRIBUTION. When a creature hits you or an ally in your Zone of Safety, you can take a Reaction to make one melee attack against that creature if it's within your reach or to use Harmony's Grasp on it without requiring or expending a use of that feature.

VITAL DEFLECTION. When you or an ally in your Zone of Safety takes damage, you can take a Reaction to reduce the damage taken by 2d8 plus your Charisma modifier (minimum of +1).

LEVEL 20: EMBODIMENT OF THE CYCLE

The will of the Harmony surges within you, and you become a Somber reaper or Vital shepherd. As a Bonus Action, you become a vessel of your current Aspect of Balance, gaining the benefits below associated with that aspect for 10 minutes. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

SOMBER. While embodying the Somber Harmony, you gain the following:

CHOKING GRASP. A creature that fails its saving throw against your Harmony's Grasp takes 3d10 Necrotic damage and has the Restrained condition until the start of your next turn. A creature that succeeds takes half as much damage only.

DEATH SENTENCE. When you hit a creature with an attack roll, the target takes an extra 2d10 Necrotic damage if it is missing any of its Hit Points.

VITAL. While embodying the Vital Harmony, you gain the following:

HARMONY'S REACH. When you use Harmony's Grasp, you can choose a number of targets up to your Charisma modifier.

LIFE SPRING. When you activate this feature and at the start of each of your turns for the duration, a creature of your choice within your Zone of Safety (you can choose yourself) gains 10 Temporary Hit Points.

ENFORCER: SUPERSPRITE

Power Up with the Heart of a Hero

Supersprites are Enforcers who uphold the code of the arcade hero, drawing upon the power of Arcadia to seek grand adventures, courageously face evil, and rescue those in danger. They collect Arcadian power-ups that transform them for the challenge ahead, granting them the speed, strength, or resilience needed to defeat any enemy and clear any stage. Supersprites are typically bright optimists who believe there's always another chance, but some are brooding loners who prove their heroism with deeds rather than cheer.

LEVEL 3: EXTRA LIFE

You have a 1-up to try again. When you would drop to 0 Hit Points but are not killed outright, you drop to 1 Hit Point instead, and you can expend and roll a Hit Point Die. You regain a number of Hit Points equal to the number rolled plus your Charisma modifier (minimum of 1 Hit Point). Once you use this feature, you can't use it again until you finish a Long Rest.

Supersprite
Enforcer



LEVEL 3: HERO'S POWER-UP

You collect power-ups from Arcadia to empower you for the challenge at hand. When you take the Attack action, you can expend one use of your Cosmic Conduit to activate a cosmic power-up from the options below for 1 minute. For the duration, at the start of each of your turns, you can change the chosen power-up (no action required).

DRAGON PEPPER. Your reach increases by 10 feet, and your ranged weapon attacks don't suffer Disadvantage for attacking at long range. Once during your turn when you hit with a weapon, you can cause the target to start burning.

HEARTY HONEYCOMB. You gain a number of Temporary Hit Points equal to twice your Charisma modifier (minimum of 2), and you have Advantage on Strength and Constitution saving throws.

SPRING SNEAKERS. Your Speed increases by 10 feet, Opportunity Attacks have Disadvantage against you, and once per turn, you can jump up to 30 feet by spending 10 feet of movement.

LEVEL 3: SUPERSPRITE SPELLS

The magic of Arcadia is yours to command. When you reach an Enforcer level specified in the Supersprite Spells table, you thereafter always have the listed spells prepared.

SUPERSPRITE SPELLS

ENFORCER LEVEL	SPELLS
3	<i>Heroism, Jump</i>
5	<i>Aid, Blur</i>
9	<i>Blink, Haste</i>
13	<i>Freedom of Movement, Temporal Lifeline</i> 🌸
17	<i>Flame Strike, Hardlight Strikes</i> 🌸

LEVEL 7: SPINNING SHELL

A shielding power-up encircles you and your allies. You gain three tokens that take the form of baubles, markings, or Tiny sprites. When you or an ally in your Zone of Safety is hit by an attack roll, that creature can take a Reaction to add a bonus up to the number of remaining tokens to its AC against that attack, possibly causing it to miss. A number of tokens equal to the bonus added interpose themselves to stop the attack and then vanish. At the start each of your turns, vanished tokens reappear.

LEVEL 15: RARE POWER-UP

You unlock rare and potent power-ups. When you activate your Hero's Power-Up feature, you can now choose one of the following rare power-ups that lasts for the duration.

COLOSSUS ROAR. Your size increases to Large if there is room for you to grow. Your attacks with weapons and Unarmed Strikes deal an extra 1d12 Force damage.

FAIRY DUST. You gain a Fly Speed of 60 feet and can hover.

STEEL BLOCK. Your body and equipment take on a metallic sheen. While you don't have the Incapacitated condition, you can't be moved or teleported from your space against your will. Additionally, when you take damage, reduce the amount taken by your Charisma modifier (minimum of 1).

LEVEL 20: SUPER PRISM

You have become truly super and can call upon the ultimate power-up. As a Bonus Action, you gain the benefits below for 1 minute. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

INVINCIBILITY FRAMES. You have Resistance to all damage.

RAINBOW RUSH. You ignore Difficult Terrain, and you can end the Grappled, Paralyzed, Restrained, and Stunned conditions by spending 10 feet of movement.

SUPER SMASH. When you move to within 5 feet of a creature, you can deal 2d12 Radiant damage to it. A creature takes this damage only once per turn.



ESPER: RIFTWALKER

Tear Through Time and Space with Your Mind

The laws that govern the cosmos are no match for the reality-bending psionics of the Riftwalkers. These Espers rip open tears in time and space with their minds, stepping through dimensions in the blink of an eye and warping the fabric of existence with each jump. Unlocking such immense cosmic power can unravel one's connection to ordinary life, so many Riftwalkers keep a talisman to ground them in the present lest they become lost in infinite futures or the space between worlds.

LEVEL 3: RIFTWALKER SPELLS

When you reach an Esper level specified in the Riftwalker Spells table, you thereafter always have the listed spells prepared.

RIFTWALKER SPELLS

ESPER LEVEL	SPELLS
3	<i>Blur</i> , <i>Expeditious Retreat</i> , <i>Misty Step</i> , <i>Shield</i>
5	<i>Haste</i> , <i>Slow</i>
7	<i>Dimension Door</i> , <i>Temporal Lifeline</i> 🌸
9	<i>Teleportation Circle</i> , <i>Time Skip</i> 🌸

LEVEL 3: CHRONOKEEPER

Your mind perceives a glimpse of the immediate future. You can use your spellcasting ability in place of Dexterity for Initiative rolls. Additionally, after you've rolled Initiative but before any turns are taken, you can spend 1 Psi Point to reroll your Initiative, and you must use the new roll.

LEVEL 3: RIFT WALK

You open a tear in spacetime and step through. Once on your turn while your Unbound Psyche feature is active, if your Speed isn't 0 you can teleport up to 10 feet to an unoccupied space you can see (no action required). When you do so, choose a creature you can see within 10 feet of your starting or destination space. The target's Speed increases or decreases (your choice) by 10 feet until the start of your next turn.

The distance you can teleport and the amount you can modify another creature's Speed each increase by 10 feet when you reach Esper levels 6 (20 feet) and 14 (30 feet).

LEVEL 6: BORROWED TIME

You can steal fragments of time and use them to forestall your fate. You can cast *Haste* or *Slow* without expending a spell slot, and you must finish a Long Rest before you can use this feature again unless you spend 5 Psi Points to restore your use of it. When you use this feature, you gain an additional benefit depending on the spell you cast.

HASTE. While you maintain Concentration on *Haste*, you gain a +1 bonus to AC. When the spell ends, the target doesn't suffer lethargy.

SLOW. You gain 5 Temporary Hit Points for each target that fails its initial saving throw against the spell.

Riftwalker
Esper



LEVEL 14: TEMPORAL DOORWAY

Your rifts in spacetime linger. When you teleport using your Rift Walk feature, you can choose to leave persistent rifts in your starting and destination spaces. The rifts remain for 1 minute, or until you create more. When a creature enters the space of a rift, it is affected depending on whether it is your ally or your enemy. A creature is affected by the rifts only once per turn.

ALLY. The creature teleports to the other rift, and its Speed increases by 10 feet until the start of its next turn.

ENEMY. The creature makes a Charisma saving throw against your spell save DC. On a failed save, the creature takes 2d10 Force damage, and you can cause it to teleport to the other rift. On a successful save, it takes half as much damage only.

LEVEL 18: UNWOUND FUTURE

You can trap your foes somewhere in time and space. When you hit a creature with an attack roll or deal damage to it, you can open a consuming rift in either space or time (your choice). The target must succeed on a Charisma saving throw against your spell save DC or suffer the associated effect.

You can use this feature only once per turn. Once you use it, you can't do so again until you finish a Long Rest unless you spend 9 Psi Points (no action required) to restore your use of it.

SPACE. The target takes 4d10 Force damage and teleports to an unoccupied space you can see within 100 feet of it. Its Speed is reduced to 0 until the start of your next turn.

TIME. The target takes 10d10 Force damage and vanishes into a temporal anomaly. At the start of your next turn, it reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. No time passes for the target until it reappears.

ESPER: SYMBIOTE

Dominate a Ravenous Parasite to Devour All

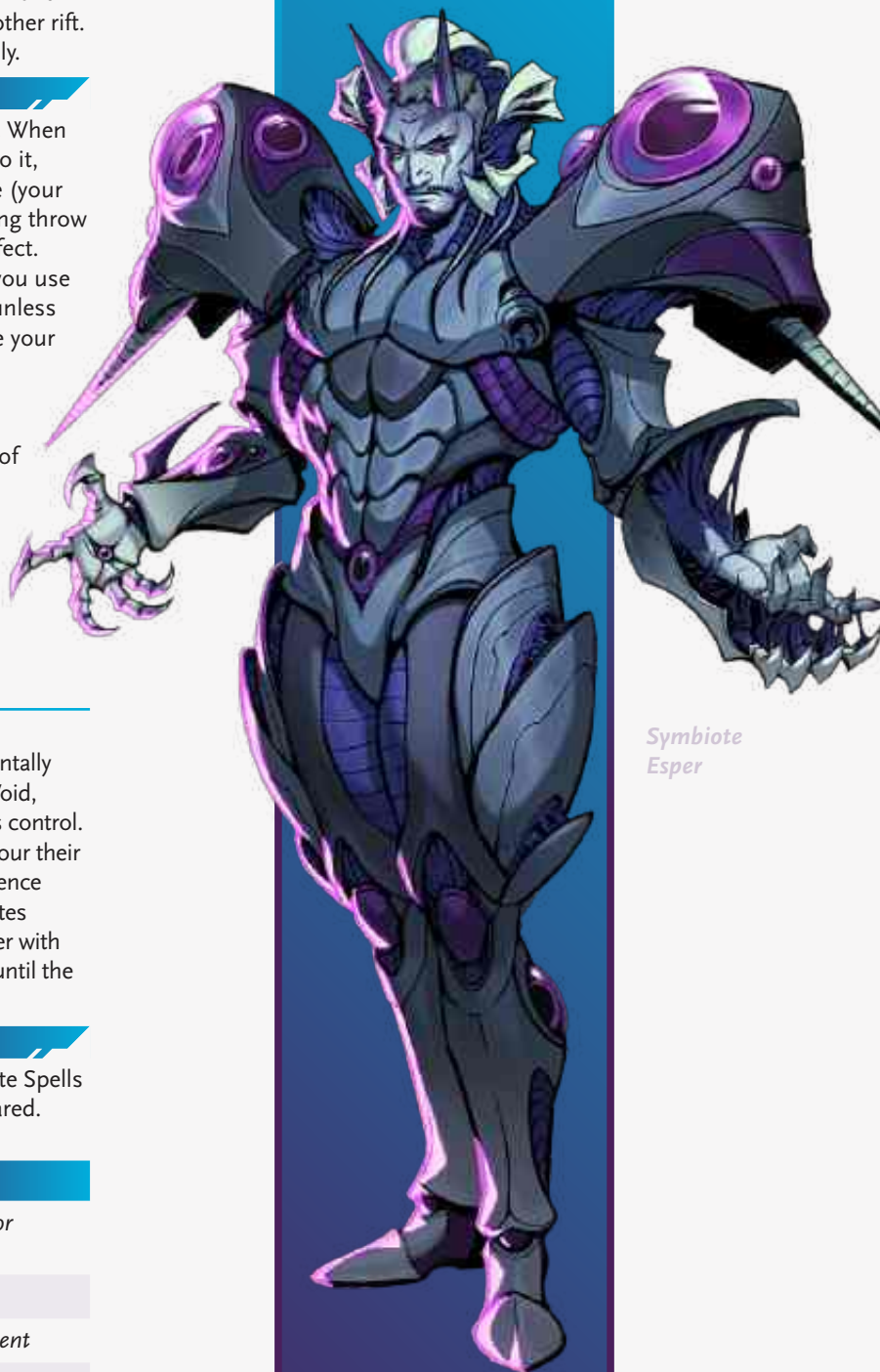
Symbiotes are Espers who have turned the tables by mentally dominating a mind-bending parasite from the Abyssal Void, forming a symbiotic union in which the Esper maintains control. They unleash this ravenous aberration to shred and devour their enemies, feeding it their own psionic power and life essence to satisfy its hunger and keep it obedient. Some Symbiotes maintain an adversarial relationship of jailer and prisoner with their abyssal passenger, while others embrace the Void until the line between host and parasite is eliminated entirely.

LEVEL 3: SYMBIOTE SPELLS

When you reach an Esper level specified in the Symbiote Spells table, you thereafter always have the listed spells prepared.

SYMBIOTE SPELLS

ESPER LEVEL	SPELLS
3	Gene Splicing 🟡, Mage Armor, Mirror Image, Void Lash 🟡
5	Hungering Void 🟡, Void Warp 🟡
7	Black Tentacles, Freedom of Movement
9	Contagion, Mislead



Symbiote
Esper



LEVEL 3: ABYSSAL PARASITE

Your mind has bonded with a parasitic entity of the Abyssal Void. You can describe how the parasite changes your appearance. This change might become more prominent when you cast spells or while you maintain Concentration on a spell. You gain the following benefits.

BONDED MIND. When you fail a saving throw to maintain Concentration, you can take a Reaction to add 5 to the roll, potentially turning failure into success. You can use this Reaction once and regain the use of it when you cast a spell using a spell slot of level 1+ or when you finish a Long Rest.

LIVING CARAPACE. Your Hit Point maximum increases by 3, and it increases by 1 whenever you gain another Esper level. While you are the target of *Mage Armor*, you gain an additional +2 bonus to AC.

SYMBIOTIC SHRED. Your parasite grants you natural weapons of psychic energy that you can use to make Unarmed Strikes with a reach of 10 feet. You choose the weapons' appearance. If you hit with this Unarmed Strike and deal damage, you can deal 1d8 Psychic damage plus your Strength modifier instead of the normal damage for an Unarmed Strike. You can use your spellcasting ability in place of Strength for attack and damage rolls with your Unarmed Strikes. When you cast a spell that deals damage, your Unarmed Strike can deal damage of the same type until the end of your next turn.

LEVEL 3: HUNGERING HOST

Your parasite hungers for your psionic power and will aid you in exchange for a feast.

CONSUME PAIN. When you take damage, you can spend a number of Psi Points up to your Proficiency Bonus. Reduce the damage you take by 1d6 per Psi Point you spend.

VOID LASH. As a Bonus Action, you can spend 1 Psi Point to make an Unarmed Strike. If you previously cast a spell this turn, you have Advantage on the attack roll.

LEVEL 6: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 6: SYMBIOTIC CARNAGE

You and your parasite can devour the minds of your enemies. Once per turn when you deal damage to an enemy with an

Unarmed Strike, you can choose to deal an extra 1d6 damage of the same type or regain 1 expended Psi Point. You can use this feature to regain Psi Points a number of times equal to half your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

LEVEL 14: SURVIVAL AT ALL COSTS

Your parasite hungers and will not stop feeding, even when your mind and body fail. While you have the Stunned or Unconscious condition but have Psi Points remaining, you gain the following effects:

- ▶ You ignore the effects of the Stunned and Unconscious conditions.
- ▶ You can't cast spells.
- ▶ On your turn, you must use your action to make Unarmed Strikes against Hostile creatures you can see. If no enemy is within reach, you must move as close as possible to an enemy before taking your action. If no enemy is in reach after you move, you can use your action as normal.
- ▶ If you fail a Death Saving Throw, you expend 5 Psi Points to succeed instead.
- ▶ At the end of your turn, you expend 5 Psi Points.

If you don't have sufficient Psi Points when this feature would force you to expend them, any Psi Points you have are instead expended, and these effects end.

LEVEL 18: SUPREME SYMBIOSIS

The union is complete; you become one with your parasite and gain the following benefits.

APEX ADAPTATION. Your Speed increases by 20 feet, and you gain a Climb Speed and a Swim Speed equal to your Speed. You can spend 1 Psi Point to move across any liquid surface harmlessly as if it were solid ground until the start of your next turn.

FEEDING FRENZY. Your Unarmed Strikes made with Symbiotic Shred deal an extra 1d8 damage (2d8 total). When you make an Unarmed Strike, you can increase your reach with your Symbiotic Shred to 30 feet.

WE ARE ONE. When you expend a spell slot to cast a spell prepared with your Symbiote Spells feature, you regain expended Psi Points equal to half the spell slot level, rounded up.



GRIDRUNNER: ARC-MAGE

Command Elemental and Curative Arcade Magic

Arc-Mages are Gridrunners who plug into the video game realm of Arcadia, harnessing its digital origins to perform magic in the style of classic arcanists. With staff, wand, or spellbook in hand, they unleash the elements upon their foes and cure the wounds of their allies by spending tokens of arcade magic. Through Arcadia's influence, Arc-Mage spells can sometimes appear entirely comprised of pixels and polygons, accompanied by melodic bleeps and bloops.

LEVEL 3: ARCADIAN IMPLEMENT

You harness your magic through arcade relics. Your hyperpad takes on the form of an Arcadian mage's implement such as a staff, wand, orb, or spellbook. When you finish a Long Rest, you can change the implement's form (including reverting it to a standard Datapad).

You can use your Arcadian Implement as a Spellcasting Focus for your Gridrunner spells. You can also cast your Gridrunner spells using Verbal components, and if you do so, you needn't be holding your implement and can instead use any listed Material components for the spell.

LEVEL 3: MAGIC COMMAND

You enhance your magic with a menu of Arcadian commands. You always have the *Chromatic Orb* and *Cure Wounds* spells prepared. Additionally, you gain a pool of Mage Points (MP) equal to your Gridrunner level. While holding your Arcadian Implement, you can use these points to fuel the following options, and each option can only be used once on a given spell. You regain a number of expended MP equal to your Intelligence modifier (minimum of 1 point) when you use your Cache Refresh feature, and you regain all expended points when you finish a Long Rest.

CURATIVE REMEDY. When you restore Hit Points to a creature with a spell, you expend 1 MP to end one of the following conditions affecting it: Blinded, Deafened, Paralyzed, or Poisoned.

ELEMENT SHIFT. When you cast a spell that deals Cold, Fire, or Lightning damage, you can expend 1 MP to change the damage type to a different one from that list.

MAGIC BOOST. When you deal Cold, Fire, or Lightning damage with a spell, you can expend 1 MP to add an extra effect depending on the type dealt (choose one in the case of multiple types):

FREEZE. When you deal Cold damage to a creature, its Speed is halved until the start of your next turn.

IGNITE. When you deal Fire damage to a creature, the target starts burning.

SHOCK. When you deal Lightning damage to a creature, it can't take Reactions until the start of your next turn.



Arc-mage
Gridrunner



LEVEL 6: BONUS UPGRADE

Your command of Arcadian magic levels up. When you use an option from your Magic Command feature, you can expend 1 additional MP to improve one chosen option in the following ways.

CURATIVE REMEDY. When you roll to restore Hit Points with a spell, add a bonus to the total restored equal to your Intelligence modifier (minimum of 1 Hit Point).

ELEMENT SHIFT. When you roll damage dice for the spell, you can reroll any dice that roll a 1 or 2. You must use the new rolls.

MAGIC BOOST. When you use a Magic Boost option, you ignore Resistance to that damage type, and one target must succeed on a Constitution saving throw against your spell save DC or the effect for the creature is modified depending on the option:

FREEZE. The target has the Restrained condition. It repeats the save at the end of each of its turns, ending the condition on itself on a success.

IGNITE. The burning damage increases to 2d6.

SHOCK. The target takes an extra 2d6 Lightning damage and has the Prone condition.

LEVEL 10: ADVANCED MENU

You unlock secret abilities from Arcadia, granting you the following benefits while you are holding your Arcadian Implement.

PROTECT. If you damage an ally with a spell, you can expend 5 MP to cause them to take no damage and instead gain Temporary Hit Points equal to 5 plus your Intelligence modifier.

REFLECT. When you or a creature you can see within 30 feet of you makes a saving throw against a spell, you can take a Reaction and expend 1 MP to grant the target Advantage on the saving throw. If the save succeeds and the spell targeted only that creature, you can cause the spell to reflect at the caster if it is level 1 or lower. You can expend more MP up to the level of the spell, to a maximum of 5, to reflect a higher-level spell. The caster must make a saving throw against its own spell save DC, and the spell affects it without Concentration for its maximum duration.

REVIVE. You can expend 7 MP and a level 3+ spell slot to cast *Revivify*, requiring no Material components.

LEVEL 14: ULTIMATE FLARE

You have discovered the ultimate expression of Arcadian arcana. As a Magic action while holding your Arcadian Implement, you can create one of the following effects that fills a 30-foot Cube centered on a point you can see within 150 feet of yourself. You can use your Magic Command, Bonus Upgrade, and Advanced Menu features on this effect as if it were a spell, and they affect each creature affected by the flare. Choose one of the options below when you use this action.

Once you use this action, you can't use it again until you finish a Long Rest unless you expend 10 MP (no action required) to restore your use of it.

CATAclysm. Each creature of your choice in the Cube makes a Dexterity saving throw against your spell save DC, taking 8d8 Force damage on a failed save or half as much damage on a successful one. You can use MP options on this effect as if it were Cold, Fire, or Lighting damage (choose one).

MIRACLE. The flare restores up to 60 Hit Points divided as you choose among any number of creatures in the Cube.

GRIDRUNNER: CYBERTRONIC

Render the Digital World into Reality

The Hypergrid is more than just code to manipulate for Cybertronics, who are deeply linked to the realm and everything in it. They can surf into the digital world and render weapons, vehicles, and even living programs into reality with physical forms made of hard light. Many Cybertronics spend as much time as possible exploring the Hypergrid, whether in person or through a digital avatar, sometimes even living second lives beyond the bounds of the galaxy.

LEVEL 3: HARD LIGHT ARMORY

You can render digital weapons out of Hypergrid hard light. Your creations with this feature shed Dim Light in a 10-foot radius, in a color of your choice. As a Bonus Action, you create one of the options below of your choice that lasts for 10 minutes or until you use this feature again.

You can use this feature twice, and you regain all expended uses when you finish a Short or Long Rest. You can regain one expended use by expending a spell slot (no action required).

DIGI-DISC. A Tiny disc of neon hard light appears, floating around you. When you activate this weapon and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, firing a bolt of data-infused light with a range of 60 feet. On a hit, the target takes Force damage equal to 1d8 plus your Intelligence modifier.

GRIDBLADE. A one-handed Melee weapon of your choice appears in your hand. When you activate this weapon and as a Bonus Action on your subsequent turns while it lasts, you can make a melee spell attack using the weapon. On a hit, the target takes Force damage equal to 1d8 plus your Intelligence modifier, and it can't make Opportunity Attacks until the start of your next turn.

LEVEL 3: HYPER-RENDERING

Your digital renders are directly from the Hypergrid. You gain the following benefits.

HARDENED HARD LIGHT. When you cast a Conjunction spell that summons a creature, you can change the creature's type to Construct. When you do so, you can empower it to gain Temporary Hit Points equal to your Gridrunner level, have Resistance to Lightning damage, and deal Lightning damage instead of its normal damage type.



PHOTOREAL. When you cast an Illusion spell that creates an image of a creature or an object, creatures have Disadvantage on ability checks or saving throws to discern it as an illusion.

LEVEL 6: RIDE THE LIGHT

The vehicles that navigate the Hypergrid are yours to create. You can create a personal vehicle using hard light projection. As a Magic action, you can create a **Racing Bike** 🎲 that lasts for 8 hours. You can choose to create it so that you are already in the Controls station. The bike vanishes if you gain the Incapacitated condition or when the bike is reduced to 0 Hit Points. If you are dismounted from the bike, you can reform it around yourself as a Bonus Action, ending the Prone condition on yourself and the vehicle.

Once you create a vehicle with this feature, you can't do so again until you finish a Long Rest or use your Cache Refresh feature.

LEVEL 6: GRIDLINE TRAIL

The inner code of the Hypergrid follows you wherever you go. While your Hard Light Armory is active, you can leave a trail of damaging energy behind. When you move to a space within 5 feet of an enemy during this time, you can deal 1d6 Lightning damage to it. A creature takes this damage only once per turn.

LEVEL 10: UPGRADE ALGORITHM

You have developed new and improved rendering techniques, granting the following benefits.

CHARGE SEQUENCE. You always have the *Magic Weapon* spell prepared. You can cast it once without a spell slot, and you can't cast it in this way again until you finish a Long Rest. You can cast *Magic Weapon* as part of the same Bonus Action you use to activate Hard Light Armory.

DIGITAL DEFLECTION. While your Hard Light Armory is active, you gain a +2 bonus to AC.

HONED LIGHT. The damage of your Hard Light Armory weapons increases by 1d8 (2d8 total).

LEVEL 14: FINAL RENDER

You now can perfectly render a Hypergrid program into reality. When you cast an Illusion spell to create the image of a creature, or a Conjunction spell to summon a creature, you can modify the spell so it can't be dispelled, damage can't break your Concentration on it, and if it deals damage, you can change the damage type to Force and add your Intelligence modifier to the total.

Once you modify a spell with this feature, you can't do so again until you finish a Long Rest or use your Cache Refresh feature.

LEVEL 14: SURFING CYBERSPACE

Your hard light vehicles can now navigate any environment. With 1 minute of work, you can create a **Speeder** 🎲 or an **Interceptor** 🎲 that lasts indefinitely. You can choose to create it around yourself, so that you are already in the Controls station. The vehicle vanishes when it is reduced to 0 Hit Points, if you use this feature again, or if you die.

Once you use this feature, you can't do so again until you finish a Long Rest.



Cybertronic
Gridrunner



ICON: HEADBANGER

Thrash and Smash with Rocking Rebellion

Headbangers are Icons who scream the song of existence with rebellious defiance to tear down anything or anyone that stands in their way. They unleash their unrest and aggression with thunderous bursts and brutal blows, transforming every fight into a frenzied mosh pit. Rock and roll rages in the heart of most Headbangers, particularly metal and punk, but some forgo music for activism, protest, and other acts of impassioned dissension.

LEVEL 3: METAL MAYHEM

You unleash the defiant aggression of your screaming song. When you expend a use of Iconic Inspiration, you can enter a rocking fury (no action required) that lasts for 1 minute or until you have the Incapacitated condition, during which you gain the following benefits.

HOT-BLOODED. You gain Temporary Hit Points equal to the highest number on your Iconic Inspiration die.

STAND AND SHOUT. You have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

STEEL SLAM. Once on each of your turns, when you hit a creature with an attack roll, you can force the target to make a Strength saving throw against your spell save DC. On a failed save, the target has the Prone condition.

LEVEL 3: SHREDDER

You're always ready to thrash and smash. You gain the following benefits.

AXE-SLINGER. With 1 hour of work, you can build a Martial weapon into a Musician's Instrument. You gain proficiency with that weapon, and when you attack with the weapon, you can use your Charisma modifier for the attack and damage rolls instead of using the normal ability.

STUDS AND LEATHER. You gain training with Medium armor and Shields, and you gain proficiency in the Athletics or Intimidation skill.

LEVEL 3: THUNDERSTRUCK

You amp up your allies to tear down any obstacle. When a creature that has your Iconic Inspiration die makes a damage roll, it can roll the die and deal extra Thunder damage equal to the number rolled to one of the targets, and the target is pushed up to 10 feet straight away from the inspired creature.

LEVEL 6: FACEMELTER

Your shredding and moshing becomes even more furious. You gain the following benefits.

EXTRA ATTACK. You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can cast one of your cantrips that has a casting time of an action in place of one of those attacks.

MOSH PIT. While your Metal Mayhem feature is active, the area in a 15-foot Emanation originating from you is Difficult Terrain for your enemies.

LEVEL 14: IRON ANTHEM

You crank up your screaming anthem to eleven, rallying your allies to throw themselves into the mosh.

When you activate your Metal Mayhem feature, you can invoke a thunderous anthem that lasts for 1 minute and affects you and a number of creatures of your choice within 30 feet of you, up to your Charisma modifier (minimum of one other creature). Once you invoke this anthem, you can't do so again until you finish a Long Rest unless you expend a level 7+ spell slot (no action required) to restore your use of it.

Each affected creature gains the following benefits.

POWER CHORD. The creature gains Resistance to Thunder damage, and when another creature hits it with an attack roll, it can take a Reaction to deal Thunder damage equal to your Charisma modifier to the attacker.

SCREAMING DEFIANCE. If the creature would drop to 0 Hit Points, it is reduced to 1 Hit Point instead, and the creature can't use this benefit again until it finishes a Long Rest.

THRASHER. The creature has Advantage on Strength and Dexterity saving throws.



Headbanger
Icon



ICON: SOULJAMMER

Jam to Soothe and Stir the Soul

Improvisation and flexibility are core to the soul-touching song of Souljammers. These Icons weave smooth melodies to soothe the hearts of their allies one moment, then erupt into a frenetic jam session to throw their enemies into chaos the next. While many Souljammers are jazz or blues musicians, there are those who make their mark through slam poetry and other spoken words.

LEVEL 3: SMOOTH JAZZ

Your soulful songs can soothe the hearts, minds, and spirits of your allies. You always have the *Calm Emotions* and *Protection from Evil and Good* spells prepared.

Additionally, immediately after you cast an Abjuration or Enchantment spell of level 1+, you can expend a use of Iconic Inspiration to choose a number of other creatures within 60 feet of yourself, up to your Charisma modifier (minimum of one creature). The Charmed and Frightened conditions end on each target, and each target gains a number of Temporary Hit Points equal to two rolls of your Iconic Inspiration die.



Souljammer
Icon

Once you use this benefit, you can't use it again until you finish a Long Rest. You can also expend one use of your Iconic Inspiration (no action required) to restore your use of it.

LEVEL 3: SOUL JAMMING

Your wild, frenetic improvisation can overwhelm the minds of your enemies. When a creature you can see within 60 feet of yourself succeeds on an ability check or saving throw, you can take a Reaction to expend one use of your Iconic Inspiration; roll your Iconic Inspiration die, and subtract the number rolled from the creature's roll, potentially turning the success into a failure.

LEVEL 6: SYNCOPATED SWING

Your song becomes even more flexible, helping and harming in equal measure. You always have the *Bane* and *Bless* spells prepared.

You can cast one of these spells without expending a spell slot. When you cast the spell in this way, you can choose to either modify the spell so that it doesn't require Concentration (the spell's duration becomes 1 minute for that casting) or empower it in one of the following ways based on the spell you cast:

BANE. Creatures have Disadvantage on the saving throw against the spell.

BLESS. Affected creatures add 1d6 to their attack rolls and saving throws instead of 1d4.

Once you cast a spell using this feature, you can't do so again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

LEVEL 14: RHAPSODY IN BLUES

The grand cosmic melody flows from your soul to those around you. You gain the following benefits.

SOOTHED SOUL. You have Immunity to the Charmed and Frightened conditions, and while you don't have the Incapacitated condition, you can use your Soul Jamming feature without taking a Reaction. Once you use Soul Jamming in this way, you can't do so again until the start of your next turn.

TRANSCENDENT BEBOP. As a Bonus Action, you can expend one use of your Iconic Inspiration and choose a number of creatures, including yourself, that you can see within 60 feet of yourself, up to your Charisma modifier (minimum of one creature). Each target gains Heroic Inspiration if it doesn't already have it, and for 1 minute, a creature that damages a chosen target takes Psychic damage equal to one roll of your Iconic Inspiration die. A creature can take this damage only once per turn.



JUGGERNAUT: ETERNAL

Raise a Relic to Summon the Hero Within

Eternals are Juggernauts who have discovered an ancient relic of mythic power that allows them to transform into a heroic alter ego of magical might. When this immortal power is called forth, they radiate with the energy of their ideals, which inspires friends and strikes down foes. This mythic transformation can render the Eternal virtually unrecognizable, and sometimes their personality even changes as if channeling a long-dead hero of old.

LEVEL 3: VESSEL OF POWER

You have discovered a mythic relic of immense heroic power. You have a Tiny or Small item that fuels your Eternal subclass features. You can decide what the item is, or you can determine it randomly by rolling on the Eternal Vessel table. If your Vessel of Power is lost, you can summon it back to yourself when you finish a Long Rest. Your Vessel is virtually indestructible.

If your Vessel is a Melee weapon, you can transfer the essence that makes it your Vessel of Power to any other Melee weapon as part of a Short or Long Rest.

ETERNAL VESSEL

1d6	VESSEL
1	Amulet
2	Bracer
3	Circlet or headband
4	Jewel
5	Melee weapon
6	Wristwatch

LEVEL 3: CALL THE POWER

You call upon the power of your inner hero to transform. While your Surge is active and your Vessel of Power is in your possession, you gain the following benefits.

HEROIC ALTER-EGO. When you activate your Surge, you transform into a heroic ideal for the duration. You can choose your appearance, but you must retain the same body configuration. While in this form, you have Advantage on Charisma checks, and creatures can recognize your true identity only with a successful DC 20 Intelligence (Investigation) check.

Eternal
Juggernaut



ENERGY BEAM. On your turn, you can replace one of your attacks with an Energy Beam. Each creature of your choice in a 30-foot-long, 5-foot-wide Line must succeed on a Dexterity saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or take Force damage equal to 1d6 plus your Strength modifier and your Surge Damage bonus.

MYTHIC PRESENCE. You radiate eternal power in a 10-foot Emanation originating from you. Your allies in the Emanation add 1d4 to saving throws.

LEVEL 6: MYTHIC AWAKENING

Your Surge heightens your senses and grants you mythic protection. When you use your Surge and have your Vessel of Power in your possession, you gain the following benefits for the duration of the Surge.

HEROIC RESOLVE. Choose one ability from the following: Intelligence, Wisdom, or Charisma. When you make a saving throw using that ability, add your Strength bonus to the total. You can change your choice when you activate your Surge again.

SIGHT BEYOND SIGHT. You have Blindsight with a range of 10. If you have Blindsight from another source, increase its range by 10 feet.

LEVEL 10: ETERNAL FLARE

Your weapons pulse with mythic power that erupts past the limits of your strike. While your Surge is active and your Vessel of Power is in your possession, your reach increases by 5 feet.

Additionally, your Energy Beam feature increases to a 60-foot-long, 10-foot-wide Line. The damage increases by 2d6 (dice total of 3d6), and targets now take half damage on a successful saving throw.

LEVEL 10: REVEALED POWER

Your inner hero comes forth the moment danger arises. When you take damage while your Surge isn't active, you can take a Reaction to halve the damage and activate your Surge. Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 14: MASTER OF THE ETERNAL

You have fully embodied the virtues of your inner hero. While your Surge is active, you gain the following benefits.

BONDED RELIC. As a Bonus Action, or when you activate your Surge, you can teleport your Vessel of Power into your possession or reconstitute it from nothing if it has been destroyed.

ETERNAL HERO. You gain Resistance to all the damage type options of your Surge, rather than having to pick three.

GLORIOUS PRESENCE. Your Mythic Presence is now a 30-foot Emanation, and an ally that starts its turn in the Emanation can add your Surge Damage bonus to damage rolls it makes until the start of its next turn.

JUGGERNAUT: MUTANT

Warp Your Flesh with Mutagenic Horror

The bodies of Mutants course with volatile mutagens that change them and grant them the ability to twist their flesh into grotesque new forms. From fleshy tendrils to extra shrieking mouths, these mutations rip apart enemies in both body and mind. Some mutants are transformed in an instant after being doused by radioactive ooze, while others are slowly changed from the eldritch corruption of otherworldly influence.

You can choose the origin of your mutation or determine it by rolling on the Mutation Origin table.



Mutant
Juggernaut



MUTATION ORIGIN

1d4 ORIGIN

- 1 You drank something ancient, and it was a bit slimy.
- 2 You were exposed to the Void for an unknown amount of time.
- 3 You were subjected to an experimental treatment that had some unexpected side effects.
- 4 You fell into a vat of mysterious slime.

LEVEL 3: MUTAGENIC FLESH

Your innate mutation bubbles to the surface. You gain the following benefits.

ABERRANT SENSES. You gain Blindsight with a range of 10 feet and Darkvision with a range of 30 feet. If you already have either of those senses, they instead increase by that amount. In addition, you gain the following benefit.

ABHORRENT MUTATIONS. While your Surge is active, your reach increases by 5 feet, and when you activate your Surge, you manifest one of the following mutations of your choice.

CAUSTIC SECRETIONS. You exude caustic slime, corrosive blood, or acidic spittle. When a creature within 5 feet of you damages you, you can take a Reaction to deal Acid damage to the creature equal to your Strength modifier.

SHRIEKING MOUTHS. Screaming or gibbering mouths cover your body. When you hit a creature with an attack roll, until the start of your next turn, you have Advantage on Opportunity Attacks against it, and it has Disadvantage on attack rolls against any target other than you.

SPROUTED APPENDAGE. You grow an alien limb, tail, tentacle, or pseudopod. As a Bonus Action, you can use the limb to make an Unarmed Strike. If you hit and deal damage with it, it deals 1d6 Acid, Bludgeoning, or Slashing damage (your choice) instead of the normal damage for the strike.

LEVEL 6: GROTESQUE HORROR

Your growing mutation is unsettling to those around you. While your Surge is active, once on each of your turns when you hit a creature with an attack roll, the creature must succeed on a Wisdom saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or have the Frightened condition until the start of your next turn.

LEVEL 6: ADAPTIVE MUTATION

Your mutation progresses, permanently changing your physiology with strange adaptations. You gain one of the following options. When you activate your Surge, you can change your selection.

AMORPHOUS. Your body breaks down into formless sludge. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to end either the Grappled or Prone condition.

AMPHIBIOUS. You gain a Swim Speed equal to your Speed, and you can breathe both air and water.

SUBTERRANEAN. You gain a Burrow Speed equal to your Speed.

CLINGING. You gain a Climb Speed equal to your Speed.

LEVEL 10: WARPING FORM

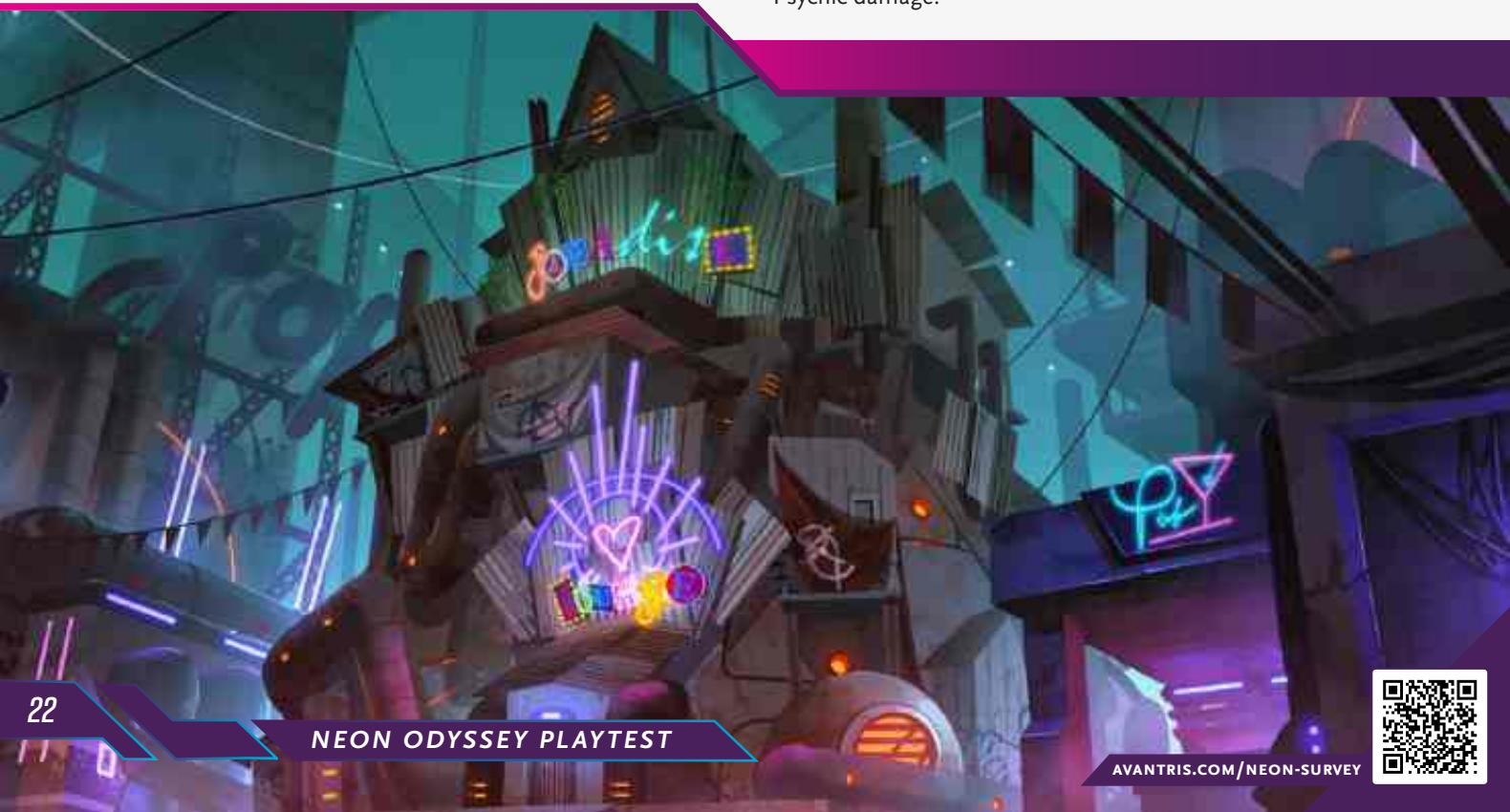
Your mutated body stretches to impossible proportions and delivers corrosive destruction. While your Surge is active, your Abhorrent Mutations benefit now increases your reach by 10 feet, and when you hit with a melee attack roll, you deal an extra 1d8 Acid damage.

LEVEL 14: MUTATION UNLEASHED

Your mutation becomes fully unleashed and slithers into the minds and bodies of your foes. You gain the following benefits while your Surge is active.

OZZING FLESH. The area within 15 feet of you is Difficult Terrain for your enemies.

SANITY SHRED. When a creature starts its turn with the Frightened or Grappled conditions from you, it takes 2d8 Psychic damage.



MACHINIST: BOOMDOCTOR

Engineer Chaos with Unstable Concoctions and Gizmos

Boomdoctors are Machinists who delve into the strange and unreliable sciences to create madcap inventions with wild and unpredictable effects. They typically have a love of explosions, whether from the volatile chemical bombs they concoct or through deadly experiments they conduct on their foes with their prototype gadgets. Some Boomdoctors discover ways to master and control their strange inventions, but occasionally, one pushes the boundaries of reasonable science so far that they inevitably get caught in their own blast.

LEVEL 3: BOOMDOCTOR'S TOOLBOX

You keep your portable laboratory with you. You gain proficiency with Chemist's Supplies. If you already have this proficiency, you gain proficiency with one other type of Crafter's Tools of your choice.

LEVEL 3: BOOMDOCTOR SPELLS

When you reach a Machinist level specified in the Boomdoctor Spells table, you thereafter always have the listed spells prepared.

BOOMDOCTOR SPELLS

MACHINIST LEVEL	SPELLS
3	<i>Chromatic Orb, Color Spray</i>
5	<i>Dragon's Breath, Enlarge/Reduce</i>
9	<i>Fireball, Stinking Cloud</i>
13	<i>Tech Overload</i> 🌟, <i>Vitriolic Sphere</i>
17	<i>Dominate Person, Grid Storm</i> 🌟

LEVEL 3: EXPERIMENTAL COMPOSITION

You have discovered the formula to volatile chemical Compositions that make a big boom. You create a number of Compositions equal to twice your Intelligence modifier (minimum of 2). These Compositions fuel your other features. If you have Chemist's Supplies on your person, you regain one expended Composition when you finish a Short Rest, and you regain all expended Compositions when you finish a Long Rest.

IMPROMPTU BOMB. As a Magic action, you can expend a Composition to create and throw a Tiny bomb. Choose two damage types from the following: Acid, Cold, Fire, Lightning, Piercing, Poison, or Thunder.

You throw the bomb at a point you can see up to 60 feet away from yourself. Each creature in a 10-foot-Sphere originating from that point makes a Dexterity saving throw against your spell save DC, taking 2d6 damage of each chosen type (total of 4d6) on a failed save or half as much damage on a successful one. If the total of each damage type is equal, this bomb doesn't expend a Composition. For example, if the bomb deals Fire and Acid damage, and both types roll a total of 8 damage each, the bomb's Composition isn't expended.

Compare the damage rolls to the table below to see if the bomb has any additional effects (multiple effects can trigger at one time). If any of the damage type's dice rolled the same number, that type's additional effect triggers.

DAMAGE TYPE	ADDITIONAL EFFECT
Acid	A creature that failed the save takes 1d4 Acid damage at the start of its next turn.
Cold	A creature that failed the save has its Speed halved until the start of your next turn.
Fire	A creature that failed the save starts burning.
Lightning	A creature that failed the save can't take Reactions until the start of your next turn.
Piercing	A creature that failed the save is pushed 10 feet away from the bomb.
Poison	A creature that failed the save has the Poisoned condition until the start of your next turn.
Thunder	A creature that failed the save has the Prone condition.

Boomdoctor Machinist



LEVEL 5: RAY GUN

You have created an experimental ray that causes unpredictable effects. As a Magic action, you can expend one Composition to prime and fire the ray. Make a ranged spell attack against one creature within 90 feet of you. On a hit, roll 1d6 and consult the table below to determine which spell the gun replicates. Alternatively, you can expend one additional Composition to select the effect rather than rolling.

The target is affected as if it had failed a saving throw against the replicated spell. The spell doesn't require Concentration and instead has a duration of 1 minute. At the start of each of your turns, roll 1d6. On a 1, the spell ends early.

1d6	SPELL	1d6	SPELL
1	Sleep	4	Slow
2	Hold Person	5	Bestow Curse
3	Ray of Enfeeblement	6	Fear

LEVEL 5: UNSTABLE REACTIONS

Your technomancy packs a potent blast. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the spell, the target takes half damage (if any) but suffers no other effect from the cantrip.

LEVEL 9: INSPIRED INVENTION

Your incessant and often unhinged tinkering has unlocked weird and experimental devices. You gain the following benefits.

BOOMSDAY DEVICE. You invent a device with wildly varied functions. As a Magic action while holding Chemist's Supplies, you can cast one of the following spells without a spell slot: *Confusion*, *Dimension Door*, *Greater Invisibility*, or *Polymorph*. Once you cast one of the spells using this benefit, you can't cast any of them with this benefit again until you finish a Long Rest.

MORE BOOM. Your Impromptu Bombs now create a 20-foot-radius Sphere, and their damage dice become d8s instead of d6s.

LEVEL 15: BOOM-INATOR

Your grand invention is the mother of all booms. As a Magic action, you can choose one of the detonations below. Alternatively, if you would drop to 0 Hit Points, you can trigger this feature as a Reaction. The detonation is a 30-foot Emanation originating from you. Once you use this feature, you can't use it again until you finish a Long Rest.

BIG BOOM. Each creature in the Emanation must make a Dexterity saving throw against your spell save DC. On a failed save, a target takes 5d8 damage of two different damage types of your choice (10d8 total) from your Impromptu Bombs. On a successful save, a target takes half as much damage.

CHAOS BOOM. Select one spell from the Ray Gun Effects table. Each creature in the Emanation is targeted by that spell (DC equals your spell save DC). The spell doesn't require Concentration and instead has a duration of 1 minute.

CURE-ALL BOOM. Each creature in the Emanation regains 5d8 Hit Points.

MACHINIST: BOTNIK

Build, Upgrade, and Command Your Own Robot

Botniks are masters of robotics, they innovate in artificial intelligence and use it to create loyal mechanical assistants that protect them in their endeavors across the galaxy. These bots are smarter, tougher, and more upgraded for combat protocols than standard models, with unique personalities that often reflect the idiosyncrasies of their creators. Many Botniks view their robot creations as precious companions or even friends, while some see them as disposable minions to do their bidding.

LEVEL 3: BOTNIK'S TOOLBOX

You have what you need to patch up your bots. You gain proficiency with Electronics Tools. If you already have this proficiency, you gain proficiency with one other type of Crafter's Tools of your choice.

LEVEL 3: BOTNIK SPELLS

When you reach a Machinist level specified in the Botnik Spells table, you thereafter always have the listed spells prepared.

BOTNIK SPELLS

MACHINIST LEVEL	SPELLS
3	<i>Burning Hands</i> , <i>Grease</i>
5	<i>Heat Metal</i> , <i>Scorching Ray</i>
9	<i>Haste</i> , <i>Lightning Bolt</i>
13	<i>Stoneskin</i> , <i>Summon Gridwrought</i> 🌟
17	<i>Animate Objects</i> , <i>Arcane Hand</i>

LEVEL 3: BUDDY BOT

You have created a robotic companion, a **Buddy Bot** (see the stat block below). You determine the buddy bot's appearance, though your choices don't affect the buddy bot's game statistics. The buddy bot is Friendly to you and your allies.

BUDDY BOT MODELS. When you create your buddy bot, you decide its model type, choosing from Assault, Defender, or Medic. Your choice alters the bot's statistics, as listed in its stat block. You can change your bot's model when you finish a Short or Long Rest.

BUDDY BOT IN COMBAT. In combat, your buddy bot acts on your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. If you have the Incapacitated condition, the defender acts on its own and isn't limited to the Dodge action.

REPAIRING OR REPLACING BUDDY BOT. If your Buddy Bot has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The buddy bot returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can create a new buddy bot if you have Electronics Tools in hand. If you already have a buddy bot from this feature, the first one vanishes.



LEVEL 5: UPGRADED PARTS

You enhance the model of your buddy bot. You gain the following benefits.

ASSAULT MODEL UPGRADE. When you command your buddy bot to take the Bot Bash or Ray Blaster action, it can make two attacks instead of one.

DEFENDER MODEL UPGRADE. When you command your buddy bot as a Bonus Action, you can also activate enhanced defenses on the bot. For 1 minute, it gains Resistance to Bludgeoning, Piercing, Radiant, and Slashing damage, and creatures within 5 feet of it have Disadvantage on attacks rolls against targets other than the bot. Once you use this benefit, you can't do so again until you finish a Long Rest.

MEDIC MODEL UPGRADE. Hit Points restored by the buddy bot's First Aid action in excess of the target's maximum Hit Points are gained as Temporary Hit Points. Additionally, the buddy bot regains one expended use of First Aid when you finish a Short Rest.

SCHEMATIC ENHANCEMENTS. You can apply Hypertech Schematics you know directly to your buddy bot. Its components count as weapons, armor, and clothing for the purposes of determining gear your schematics can upgrade.

LEVEL 9: ENGINEERED EVOLUTION

You have invented upgrades to your buddy bot. Your bot gains one of the options below (your choice). You can change the selection with 10 minutes of work using Electronics Tools.

CALIBRATED SENSORS. The bot can see Invisible creatures and objects within 60 feet of itself, and it adds twice your Proficiency Bonus to Intelligence (Investigation) and Wisdom (Perception) checks.

GRABBER CLAW. A Large or smaller creature hit by the Bot Bash attack has the Grappled condition from one of two arms (escape DC equals your spell save DC). Until the grapple ends, the target has the Restrained condition.

POWERED DRIVE. The bot's Speed increases by 20 feet.

BUDDY BOT

Medium Construct (Robot), Neutral

AC 12 + your Intelligence modifier (13 + your Intelligence modifier; Defender only)

HP 5 + five times your Machinist level (the buddy bot has a number of Hit Dice [d8s] equal to your Machinist level)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	10	+0 +0	CON	14	+2 +2
INT	10	+0 +0	WIS	10	+0 +0	CHA	6	-2 -2

Resistances Psychic

Immunities Poison; Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common plus two additional languages of your choice

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Buddy Bond. Add your Proficiency Bonus to any ability checks or saving throws the bot makes.

LEVEL 15: BIG BRAVNY BUDDY

You have souped up your buddy bot to unlock its ultimate form. As a Magic action, you can engage overdrive protocols in your buddy bot. For 1 minute, it gains the benefits below. Once you use this action, you can't use it again until you finish a Long Rest.

HOVER JETS. The bot gains a Fly Speed equal to its Speed and can hover.

MAXIMIZATION CIRCUIT. The buddy bot's size becomes Large if it's in a big enough space. While Large, it has a compartment you can use to mount the bot, and it can carry you if you are Medium or smaller.

POWERED ATTACKS. Once on each of its turns when the bot hits with an attack roll, it can deal an extra 2d8 Lightning damage.

Botnik
Machinist



Hypertech Conduit. While you are within 30 feet of your buddy, when you cast a Machinist spell, you can cause the spell to originate as if you were in your buddy's space. You use your own senses to target the spell.

ACTIONS

Bot Bash. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + 2 plus your Intelligence modifier Bludgeoning damage.

Ray Blaster (Assault Model Only). *Ranged Attack Roll:* Bonus equals your Proficiency Bonus, range 80/320 ft. *Hit:* 1d8 + 2 plus your Intelligence modifier Force damage.

First Aid (3/Day, Medic Model Only). The bot touches one creature. The target regains Hit Points equal to 2d8 plus your Intelligence modifier.

REACTIONS

Energy Shield (Defender Model Only). *Trigger:* An ally within 5 feet of the bot takes damage. *Response:* The bot reduces the triggering damage by 1d8 plus your Intelligence modifier.



ORACLE: DREAMER

Make Wishes Reality with the Power of Imagination

Dreamers are Oracles who embody the energetic whimsy and unbound creativity of Arcadia. They commune with the arcade realm through fantastical dreams that they call forth into reality with nothing but their imagination, manifesting figments to aid their allies. While the imaginary friends of most Dreamers are cute, cool, or colorful, some tap into the darker corners of Arcadia to unleash their waking nightmares.

LEVEL 3: DREAM FIGMENT

You can manifest a figment of your imagination to bolster you and your allies with hope. As a Bonus Action, you present your Cosmic Symbol and expend a use of your Cosmic Conduit to choose a creature you can see within 30 feet of yourself. An intangible dream figment appears in the target's space and moves with it for 1 minute. You choose one of the benefits below, which affects both you and the target, and you decide the figment's appearance. For the duration, you can take a Bonus Action to either choose a different benefit or move the figment to a different creature you can see within 30 feet of yourself.

COZY BUBBLE. At the start of an affected creature's turn, it gains Temporary Hit Points equal to your Wisdom modifier (minimum of 1).

GLITTER BURST. Once per turn when an affected creature hits with an attack roll, it can deal an extra 1d4 Psychic or Radiant damage (affected creature's choice).

RAINBOW BOOST. The affected creature's Speed increases by 10 feet, and Opportunity Attacks have Disadvantage against it.

LEVEL 3: DREAMER SPELLS

Your Arcadian dreams gift you with certain spells. When you reach an Oracle level specified in the Dreamer Spells table, you thereafter always have the listed spells prepared.

DREAMER SPELLS

ORACLE LEVEL	PREPARED SPELLS
3	<i>Calm Emotions, Disguise Self, Minor Illusion, Phantasmal Force, Sleep</i>
5	<i>Fly, Summon Arcadian</i> 🎮
7	<i>Phantasmal Killer, Polymorph</i>
9	<i>Creation, Dream</i>

LEVEL 3: UNBROKEN REVERIE

Your whimsy is infectious and those around you have more vivid imaginations. When you or a creature you can see within 30 feet of yourself fails a Constitution saving throw to maintain Concentration, you can take a Reaction to reinforce their mind's image of the spell or effect. The target gains a bonus to the saving throw equal to your Wisdom modifier (minimum of +1), possibly turning the failure into a success.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. If you use this feature on a creature with your Dream Figment, the use isn't expended.

LEVEL 6: IMAGINARY FRIEND

You're never alone when you can reach out to your dreams and bring a best friend into reality. You can cast *Summon Arcadian* 🎮 without a Material component, and when you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

LEVEL 6: VIVID IMAGINATION

Reality becomes more like a dreamscape to you. Your Dream Figment grows more powerful, improving in the following ways.

COZY BUBBLE. An affected creature has Immunity to the Frightened condition. The Temporary Hit Points gained are now equal to twice your Wisdom modifier (minimum of 2).

GLITTER BURST. An affected creature's reach is 5 feet greater with melee attacks, and other creatures gain no benefit from Half Cover against attack rolls and Dexterity saving throws from an affected creature. The extra damage increases to 1d8.

RAINBOW BOOST. Once on each of an affected creature's turns, it can teleport up to 15 feet to an unoccupied space it can see (no action required). It can't teleport while its Speed is 0.

LEVEL 17: WAKING DREAM

You now always walk among the Arcadian dream. You gain the following benefits.

LUCID DREAMER. When you finish a Long Rest, you can conjure forth one object of your choice. The object can be mundane or magical, as long as it is of Common, Uncommon, or Rare rarity, and it must fit within a 5-foot Cube. The item vanishes when you finish your next Long Rest.

SPARK OF CREATIVITY. When you create a Dream Figment, you can choose a number of creatures up to your Wisdom modifier (minimum of 2) to gain a figment. You can take a Bonus Action to move any number of figments to an equal number of creatures within 30 feet of yourself. At the start of an affected creature's turn, it gains Heroic Inspiration if it doesn't already have it. Once you use this benefit to create additional figments, you can't do so again until you finish a Long Rest.

Dreamer Oracle



ORACLE: VOIDCALLER

Herald the Eldritch Horrors Beyond the Galaxy

Voidcallers are Oracles who call into the unknowable emptiness of the Abyssal Void and listen for when it whispers back. They open the way for eldritch entities from outside space and time to enter the galaxy and warp reality by offering their foes' bodies and minds as a sacrificial meal. Most Voidcallers reach out to the infinite hunger of the behemoths of the Deep, but some find an indifferent or even strangely benevolent patron to serve.

LEVEL 3: ABYSSAL BREACH

You open rifts to the Abyssal Void, calling forth what waits on the other side. As a Bonus Action, you can expend one use of your Cosmic Conduit to summon nether energies from the Abyssal Void at a point you can see within 60 feet of yourself. Choose Crushing Deep or Hunger Beyond. The energies create the chosen effect in a 10-foot Sphere originating from the point. Each creature that enters the area for the first time on a turn or starts its turn there is affected by the breach. When you create the breach, you can designate creatures to be unaffected by it.

As a Bonus Action on your subsequent turns, you can move the breach up to 30 feet, but no farther than 60 feet away from yourself.

The breach remains for 1 minute. It ends early if you dismiss it (no action required), if you have the Incapacitated condition, or if you die.

CRUSHING DEEP. The Sphere is distorted and warped by the abyssal intrusion. An affected creature's Speed is halved, and it must succeed on a Wisdom saving throw or have Disadvantage on attack rolls and ability checks until the start of its next turn.

HUNGER BEYOND. The Sphere is filled with shadowy manifestations of skittering, slithering, or flying void creatures. An affected creature must succeed on a Dexterity saving throw or take 1d8 Necrotic or Psychic damage (your choice). This damage increases by 1d8 when you reach Oracle levels 5 (2d8) and 13 (3d8).

LEVEL 3: UNFATHOMABLE WHISPERS

The forbidden whispers of the void grant you additional knowledge in certain domains. You gain proficiency in the Arcana and Religion skills. If you already have proficiency, you gain Expertise instead.

LEVEL 3: VOIDCALLER SPELLS

When you reach out to the Void, its eldritch magic answers your call. When you reach an Oracle level specified in the Voidcaller Spells table, you thereafter always have the listed spells prepared.

VOIDCALLER SPELLS

ORACLE LEVEL	PREPARED SPELLS
3	<i>Bane, Darkness, Silence, Void Lash</i> 🟡
5	<i>Hungering Void</i> 🟡, <i>Hypnotic Pattern</i>
7	<i>Black Tentacles, Summon Void-Dweller</i> 🟡
9	<i>Forceful Majesty</i> 🟡, <i>Psychic Storm</i> 🟡

LEVEL 6: CALL OF THE VOID

The Abyssal Void calls back. You gain the following benefits.

DEEP RESILIENCE. You gain Resistance to Necrotic and Psychic damage.

DROWNED REVELATION. As a Magic action, you can force one creature in your Abyssal Breach to make a Wisdom saving throw. On a failed save, the target has the Incapacitated condition until the start of your next turn. Once you use this action, you can't use it again until you create a new Abyssal Breach.

WARPED REALITY. While you are within 100 feet of your Abyssal Breach, you can cast spells with a range of Touch on creatures within the breach's area.

YAWNING BREACH. The area of your Abyssal Breach increases to a 20-foot Sphere.

LEVEL 17: ABYSSAL MAW

You become a herald of the Void and feed its hunger. You gain the following benefits.

DEVOURING COLLAPSE. You can take a Magic action to end your Abyssal Breach. When you do, each affected creature in the Sphere takes 5d8 Force damage and must succeed on a Charisma saving throw or be affected by the *Banishment* spell. You must maintain Concentration as normal. Once you use this action, you can't use it again until you finish a Long Rest.

OBLIVION'S TOUCH. Any Necrotic or Psychic damage dealt by you or creatures you summon ignores Resistance. When you or creatures you summon deal either of those damage types to a target with Immunity to them, the target instead takes Force damage equal to half the Necrotic or Psychic damage dealt.



Voidcaller
Oracle



PRIMALIST: HIVEMIND

Command the Infinite as One Through Discordant Swarms

Hiveminds are Primalists fascinated by the corrupting influence of Cacophony on the natural world and its ability to twist all life into malevolent mockeries of what they once were. They claim this union of Discordant and primordial for themselves, utilizing it to summon and dominate endless swarms of creatures corrupted by Cacophony. Most Hiveminds use this as a weapon to fight back against the Discordant powers and all else who would defile the wild, but some fall to corruption themselves and become agents of Entropy, Instinct, Progress, or Thrill.

LEVEL 3: DISCORDANT TONE

You can warp your swarm with the tones of Cacophony. Choose your discordant tone when you select this subclass or roll it randomly, using the Discordant Tones table. Your tone is associated with a damage type and affects later features. When you deal damage with a spell or Hivemind feature, you can change the damage type to that of your tone.

DISCORDANT TONES

1d4	tone	Damage Type
1	Entropy	Cold
2	Instinct	Acid
3	Progress	Lightning
4	Thrill	Psychic

LEVEL 3: CACOPHONOUS SWARM

The corruptive swarms of Cacophony respond to your every thought. As a Bonus Action, you can expend a use of your Primal Channel to manifest a 10-foot Emanation that takes

HIVEMIND SPELLS

Primalist Level	Prepared Spells			
	Entropy	Instinct	Progress	Thrill
3	Bane, Ray of Enfeeblement	Faerie Fire, Web	Hold Person, Shield	Hideous Laughter, Mirror Image
5	Vampiric Touch	Fly	Lightning Bolt	Hypnotic Pattern
7	Blight	Vitriolic Sphere	Tech Overload	Confusion
9	Cone of Cold	Insect Plague	Animate Objects	Mislead

Hivemind
Primalist

the form of a swarm that aligns with your Discordant Tone. For example, a Hivemind of Instinct might have a swarm of shimmering beetles or biting flies; Entropy might manifest a host of tiny bat-like creatures or a virulent fog; a Thrill swarm might appear as a cloud of aggressive confetti or animated demonic balloon animals; and a Hivemind of Progress might emit a swarm of tiny robotic entities or even an aura of ionized discharges crackling in the air.



The swarm surrounds you for 10 minutes. It ends early if you dismiss it (no action required), manifest it again, have the Unconscious condition, or die.

When you manifest the swarm and as a Bonus Action on your subsequent turns, you can choose another creature you can see in the Emanation. The target must succeed on a Constitution saving throw against your spell save DC or take 1d6 Necrotic damage and suffer an additional effect based on your tone.

ENTROPY. The target takes an extra 1d6 Necrotic damage and gains 1 Exhaustion level (this can't increase the target's Exhaustion level higher than 1).

INSTINCT. The target has the Restrained condition until the start of your next turn.

PROGRESS. The target has the Blinded condition until the start of your next turn.

THRILL. The target takes an extra 1d6 Necrotic damage and has the Frightened condition until the start of your next turn.

LEVEL 3: HIVEMIND SPELLS

When you reach a Primalist level specified in the Hivemind Spells table, you thereafter always have the listed spells determined by your Discordant Tone prepared.

LEVEL 6: SWARMING CORRUPTION

Your infinite swarm becomes even more endless and corruptive.

DEVOURING SWARM. A creature that fails its saving throw against your Cacophonous Swarm has its AC reduced by 1 until the start of your next turn.

DISCORDANT RESISTANCE. You gain Resistance to the damage type determined by your Discordant Tone.

TIDE OF DISCORD. The size of the Emanation created by your Cacophonous Swarm increases to 15 feet. In addition, the base damage dealt by your swarm increases to 2d6.

LEVEL 10: HEART OF THE SWARM

Your swarm grows and reaches beyond for new targets to devour, no longer bound to remain in your space. As part of the Bonus Action when you activate your Cacophonous Swarm or as a Bonus Action on subsequent turns, you can cause your swarm to form a 10-foot-radius Sphere centered on a point within 120 feet of you that you can see. The swarm can occupy a creature's space and vice-versa, and it can move through an opening as small as 1-inch. While the Sphere persists, you have the following benefits.

CAST SPELLS. You can cast spells as if you were in your swarm's space.

MOVE. As a Bonus Action, you can move your swarm up to 30 feet, but no farther than 120 feet away from yourself. When you do so, you can choose a creature in the Sphere as if it were an Emanation per your Cacophonous Swarm feature.

SWARM PERCEPTION. As a Bonus Action, you can see through the swarm's eyes and hear what it hears until the start of your next turn. The swarm has Darkvision and hearing to a range of 60 feet.

LEVEL 14: ALL MINDS IN ONE

You have achieved the perfect mental link with your swarm. You gain the following benefits.

VORACIOUS CORRUPTION. The base damage dealt by your Cacophonous Swarm increases to 4d6, and a creature that fails its save has its AC reduced by 2 until the start of your next turn instead of by 1. Additionally, if a creature succeeds on its saving throw against your Cacophonous Swarm, it takes half as much damage only.

PERFECT HIVEMIND. When you activate your Cacophonous Swarm, you can instead choose to manifest it as two to four 5-foot-radius Spheres. When manifest as multiple Spheres the swarm's damage is reduced to 2d6.

Each Sphere appears in a space you can see within 120 feet of yourself. As a Bonus Action, you can move each Sphere up to 30 feet, but no farther than 120 feet away from yourself.

You must choose which Sphere to use when using your Swarm Perception or Cast Spells benefits. While using your swarm's senses, you can speak through it, with your voice emitting from the swarm.

Instead of targeting one creature with your Cacophonous Swarm effect, you can choose one creature you can see in each of the Spheres.

PRIMALIST: XENOTRAINER

Teach Primal Monsters to Battle and Transform

Xenotrainers travel across the galaxy in search of xenomon, highly adaptable alien creatures that metamorphosize to take on the traits of their environment. These Primalists form deep bonds of companionship with three xenomon and train them to become their best selves and ultimately achieve their final metamorphosis. Most Xenotrainers view their xenomon as close friends or even family, and every challenge they face they do together, always striving to better themselves through training and teamwork.

LEVEL 3: XENOMON PARTNER

You have formed bonds with alien beings infused with primordial energies. As a Magic action, you can expend one use of your Primal Channel to summon a xenomon from one of three environments. The xenomon appears in an unoccupied space of your choice that you can see within 30 feet of yourself. Choose the xenomon's stat block: Arctic, Tropical, or Volcanic. You determine the creature's appearance, selecting a form whose nature matches the chosen stat block. Whatever its appearance, the xenomon is marked by the element of the chosen stat block.

The xenomon is Friendly to you and your allies and obeys your commands. It vanishes if it drops to 0 Hit Points, if you die, if you dismiss it (no action required), or if you expend another Primal Channel to summon a different xenomon.

THE XENOMON IN COMBAT. In combat, the xenomon acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the xenomon to take an Elemental attack action. If you have the Incapacitated condition, the xenomon acts on its own and isn't limited to the Dodge action.



LEVEL 3: XENOTRAINER SPELLS

When you reach a Primalist level specified in the Xenotrainer Spells table, you thereafter always have the listed spells prepared.

XENOTRAINER SPELLS

PRIMALIST LEVEL	PREPARED SPELLS
3	<i>Aid, Barkskin, Healing Word, Shield of Faith</i>
5	<i>Mass Healing Word, Protection from Energy</i>
7	<i>Death Ward, Freedom of Movement</i>
9	<i>Greater Restoration, Mass Cure Wounds</i>

LEVEL 6: METAMORPHOSIS

Your bond with your xenomon deepens, and they metamorphosize into their next stage, granting the following benefits.

SECOND STAGE. The size of each of your xenomon increases to Medium and its Hit Dice becomes d8s.

SWITCH OUT. As a Bonus Action while you have a xenomon summoned, you can replace it with a different xenomon. Each creature (other than you) in a 10-foot Emanation originating from the xenomon must succeed on a Dexterity saving throw against your spell save DC or take 2d6 damage of the same type the xenomon's Elemental attack deals. You can command the xenomon as part of the same Bonus Action.

LEVEL 10: DOUBLED ADAPTATION

Your xenomon develop new adaptations. You gain the following benefits.

COSMIC INFUSION. When you summon a xenomon, you can blend cosmic energy with its primordial essence. Choose one of the following damage types: Lightning, Necrotic, Psychic, Radiant, or Thunder. Until the xenomon vanishes, it gains Immunity to the chosen type, and when it deals damage, it can deal the chosen type instead.

NEW MOVE. Your xenomon gains a new action listed in its stat block. Once the xenomon uses this action, it can't use it again until you expend a use of Primal Channel to summon a new xenomon.

LEVEL 14: METAMORPHIC CHAMPION

Your xenomon metamorphosize into their final form. You gain the following benefits.

FINAL STAGE. The size of each of your xenomon increases to Large and its Hit Dice become d10s.

SUPER EFFECTIVE. Your xenomon gains a new capability determined by its Cosmic Infusion.

LIGHTNING. A creature that fails the saving throw against your xenomon's level 10+ action gains the Incapacitated condition until the start of your next turn.

NECROTIC. A creature that fails the saving throw against your xenomon's level 10+ action gains the Frightened condition until the start of your next turn.

PSYCHIC. When your xenomon hits a creature with its Elemental attack, the next attack roll against the target before the start of your next turn has Advantage.

RADIANT. A creature that fails the saving throw against your xenomon's level 10+ action gains the Blinded condition until the start of your next turn.

THUNDER. Your xenomon gains a Fly Speed equal to twice its Speed.

Xenotrainer
Primalist



ARCTIC XENOMON

Small Monstrosity, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Primalist level (the xenomon has a number of Hit Dice [d6s] equal to your Primalist level)

Speed 30 ft., Swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	14	+2 +2	CON	15	+2 +2
INT	8	-1 -1	WIS	14	+2 +2	CHA	11	+0 +0

Immunities Cold

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Amphibious. The xenomon can breathe air and water. While you and the xenomon are on the same plane of existence, you gain this trait.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the xenomon makes.

ACTIONS

Elemental Spray. *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d8 plus your Wisdom modifier Cold damage.

Icy Splash (1/Summon; Level 10+ Primalist Only). *Strength Saving Throw:* DC equals your spell save DC, each creature in a 10-foot-radius Sphere centered on a point the xenomon can see within 120 feet. *Failure:* 4d8 Cold damage, and the target has the Prone condition. *Success:* Half damage only.

TROPICAL XENOMON

Small Monstrosity, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Primalist level (the xenomon has a number of Hit Dice [d6s] equal to your Primalist level)

Speed 30 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	14	+2 +2	CON	15	+2 +2
INT	8	-1 -1	WIS	14	+2 +2	CHA	11	+0 +0

Resistances Acid, Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Rooted. While on the ground, the xenomon can't be moved against its will.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the xenomon makes.

ACTIONS

Elemental Whip. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 ft. *Hit:* 1d6 plus your Wisdom modifier Acid damage. If the target is a creature that is the same size as the xenomon or smaller, it has the Grappled condition (escape DC equals your spell save DC).

Seed Burst (1/Summon; Level 10+ Primalist Only). *Constitution Saving Throw:* DC equals your spell save DC, each creature in 20-foot Cube originating from the xenomon. *Failure:* 4d8 Acid damage, and the target has the Poisoned condition until the start of your next turn. *Success:* Half damage only.

VOLCANIC XENOMON

Small Monstrosity, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Primalist level (the xenomon has a number of Hit Dice [d6s] equal to your Primalist level)

Speed 30 ft., Burrow 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	14	+2 +2	CON	15	+2 +2
INT	8	-1 -1	WIS	14	+2 +2	CHA	11	+0 +0

Immunities Fire

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Illumination. The xenomon sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the xenomon makes.

ACTIONS

Elemental Swipe. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 plus your Wisdom modifier Fire damage. If the target is a creature or a flammable object, it starts burning.

Magma Breath (1/Summon; Level 10+ Primalist Only). *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 30-foot Cone. *Failure:* 4d8 Fire damage, and the target starts burning. *Success:* Half damage only.



SCOUNDREL: CHEMBOSS

Command the Underworld with Chemical Assistance

The seedy and ruthless underbelly of the galaxy is where Chembosses thrive. They produce and administer a variety of chemical compounds that enhance the abilities of their associates and compromise the faculties of their opponents. Chembosses work best with a crew that they can command with authority or support with chemical enhancements.

LEVEL 3: CHEMICAL EXECUTIVE

You know how to procure and utilize the chemicals of your trade.

BLACK MARKET TOOLS. You gain a set of Chemist's Supplies and a Toxin Kit, and you have proficiency with them.

QUICK MIXING. You can take the Utilize action with Chemist's Supplies or a Toxin Kit as a Bonus Action.

LEVEL 3: UNSTABLE COMPOUNDS

You can concoct stims and toxins to advance your goals. You create four unstable compounds. While you have a Toxin Kit on your person, you regain a number of expended uses equal to half your maximum when you finish a Short Rest, and all expended uses when you finish a Long Rest. Your maximum number of unstable compounds increases by two at Scoundrel levels 5 (six compounds), 9 (eight compounds), 13 (ten compounds), and 17 (twelve compounds).

You can expend an unstable compound to use one of the following benefits, provided you have a Toxin Kit on your person.

CHEM STRIKE. When you deal Cheap Shot damage to a creature within 30 feet of yourself, you can change the attack's damage type to Poison, and the target has the Poisoned condition until the start of your next turn.

STIM INJECTION. As a Bonus Action, you stim a creature within 30 feet of yourself (you can choose yourself). The target has Advantage on the next ability check or attack roll it makes before the end of your next turn.

TOXIC DELEGATION. When you take the Attack action, you can forgo one attack to choose an ally within 60 feet of yourself. The ally can take a Reaction to make one attack with a weapon or an Unarmed Strike. If the attack hits, the target takes Poison damage equal to your Cheap Shot damage, and it must subtract 1d4 from D20 Tests until the start of your next turn.

LEVEL 9: SPECIALIZED SUPPLY

Your skill with chemicals yields potent formulas that adapt to any victim's defenses or provide critical intervention for your allies. You gain the following benefits, provided you have a Toxin Kit on your person.

EMERGENCY STIM. When a creature you can see within 30 feet of yourself is reduced to 0 Hit Points but not killed outright, you can take a Reaction to expend an unstable compound and cause the target to be reduced to 1 Hit Point instead.

TAILORED COCKTAIL. Your Poison damage now ignores a target's Resistance, and when you cause the Poisoned condition, it ignores a target's Immunity to that condition.

UNSTABLE ADAPTATION. When you deal Poison damage, you can change the damage type to Acid, Necrotic, or Psychic.

LEVEL 13: NERVE AGENT

You have brewed a particularly volatile toxin that induces an involuntary rage. You gain the following Dirty Trick option.

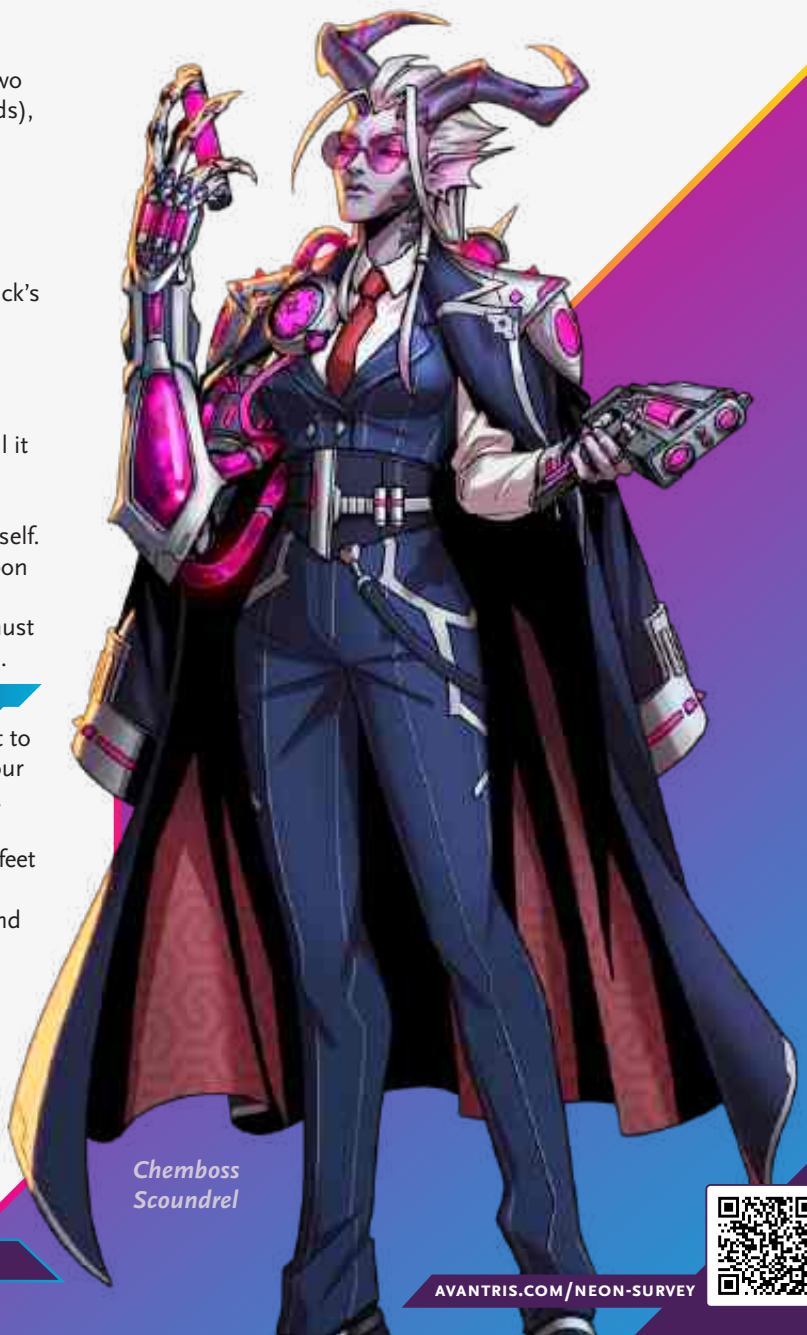
BERSERK TOXIN (Cost: 3d6). The target must succeed on a Wisdom saving throw or take a Reaction to make one attack against one of its allies. If it has no allies within its reach or range, it wastes its Reaction (if it has one) and takes 2d6 Psychic damage.

LEVEL 17: BIOHAZARD BROKER

You have perfected your formula. You gain the following benefits.

CONCENTRATED POTENCY. A creature has Disadvantage on saving throws you force it to make against poisons and toxins.

LETHAL DOSE. When you give a creature the Poisoned condition, you can amplify its effect. While the creature remains Poisoned in this way, it takes 3d10 Acid, Necrotic, Poison, or Psychic damage (your choice when you give the condition) at the start of each of its turns.



Chemboss
Scoundrel





Echo
Scoundrel

SCOUNDREL: ECHO

Tamper with the Timeline to Rewind Fate

While time flows in one set direction for nearly all things in the galaxy, Echoes can manipulate their place in the timeline. They can glimpse alternative possibilities, skipping forward or rewinding to make their preferred future a reality. Some Echoes deliberately sought to control the force of time, but many unlocked their abilities through accidental meddling in powers they did not fully comprehend.

LEVEL 3: AFTERIMAGE

You can see and step through the flows of time, gaining the following benefits.

DILATED STEPS. Your Speed increases by 5 feet.

PRESCIENT GLIMPSE. You add your Proficiency Bonus to Initiative rolls.

TRY AGAIN. When you fail a D20 Test, you can reroll the d20 and use the higher roll. When you do so, until the end of your next turn, your Cheap Shot is reduced by 1d6. You can use this benefit a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 3: TIME SKIP

You can jump forward or rewind short distances in time. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see.

You can use this Bonus Action twice, and you regain all expended uses when you finish a Long Rest. If your destination space is one you occupied since the start of the turn, you don't expend a use of this feature.

LEVEL 9: TEMPORAL REWIND

You go back in time to undo wounds you've taken. When you take a Reaction as part of your Lucky Break feature or when you take no damage after a successful Dexterity saving throw from your Agile Escape feature, you can expend and roll one Hit Point Die. You regain Hit Points equal to the number rolled plus your Dexterity modifier.

LEVEL 13: CHRONO CONTROL

You have unlocked the ability to stop a foe in time. When you deal Cheap Shot damage, you can force the target to make a Constitution saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus). On a failed save, the target has the

Paralyzed condition until the end of your next turn or until it takes any damage. Once a creature becomes Paralyzed in this way, you can't use this feature again until you finish a Long Rest.

LEVEL 17: DIVERGING TIMELINES

Your mastery of time has empowered you to split your own timeline. When you roll Initiative, or as a Magic action at any other time, you can cause an identical version of yourself from another timeline—an echo—to appear in the nearest unoccupied space to you and persists for 1 minute. Once you split your timeline, you can't do so again until you finish a Long Rest.

For the duration, when you move during your turn, you simultaneously move your echo. Your echo is intangible, can't take damage or be targeted by any effects, and can't affect the world. You can switch between timelines in the following ways, causing your echo to become your real self, and your real self to become your echo.

ACTION. When you take an action or a Bonus Action, you can switch timelines to swap with your echo before resolving the action.

HARM. When you are hit by an attack roll, take damage, or are forced to make a saving throw, you can take a Reaction to switch timelines, swapping with your echo. If you are out of reach or range of the triggering effect, it fails and is wasted.



SOLDIER: EXOMECH

Pilot a Personal Mobile Suit as a Second Skin

Exomechs are Soldiers who stride into battle at the controls of personalized mechs that are hardwired into their own bodies. They regard their mobile suits as extensions of themselves, reconfiguring them to meet the demands of each conflict. These Soldiers often customize their mechs with distinct designs, attachments, and paint schemes that reflect the pilot's identity.

LEVEL 3: MECH MECHANIC

You have the skills and tools to keep your exosuit in fighting shape. You gain a set of Mechanic's Tools, and you have proficiency with them.

LEVEL 3: BONDED EXOSUIT

Through neural integration, you bond to an advanced piece of machinery known as an exosuit. The exosuit is fitted to you alone, and it responds only to your commands. Your exosuit has the following properties.

STEEL SKIN. Your exosuit is Heavy Armor with an Environment Seals module and a Hypersteel Plating module, both of which can't be removed, and it has two additional open mod slots. While piloting your exosuit, you are wearing the armor and use its Armor Class.

Using Mechanic's Tools, with 1 hour of work that can be done during a Short or Long Rest, you can build a suit of magic armor into your exosuit or remove it. The exosuit gains the magical properties of the built-in armor.

HULKING FORM. While piloting your exosuit, your size is Large. You have Advantage on Strength checks and Strength saving throws, and your Unarmed Strikes deal 1d8 Bludgeoning instead of the normal damage for the strike.

PILOTING. You can enter your exosuit while you are within 5 feet of it, or exit it, by spending an amount of movement equal to half your Speed.

WEAPON INSTALLATION. Using Mechanic's Tools, with 1 hour of work that can be done during a Short or Long Rest, you can build one or two weapons into your exosuit or remove them. While piloting your exosuit, you can use the built-in weapons.

LEVEL 3: SPECIALIZED CHASSIS

Your exosuit is a weapon of war built to excel at battle up close or at a distance. Select one of the three chassis options below to determine what kind of exosuit you have. You can change your selection when you finish a Long Rest.

BASTION. Your exosuit is a stalwart defender built to hold the line. You have the following benefits while piloting it.

EVASION CIRCUITS. You can take the Dodge action as a Bonus Action. You can use this benefit a number of times equal to your Strength or Dexterity modifier (choose the ability when you select this chassis), and you regain all expended uses when you finish a Long Rest.

THREAT ATTRACTOR. When you hit a creature with an attack roll, you can mark it until the start of your next turn, or until you mark another creature. The marked target has Disadvantage on attack rolls against a target other than you.

COMET. Your exosuit is optimized for speed and defeating the enemy in close combat. You have the following benefits while piloting it.

METEOR MATRIX. Your attack rolls with Melee weapons score a Critical Hit on a roll of 19 or 20 on the d20.

MOMENTUM AMPLIFIER. Once during each of your turns, when you hit with a melee weapon or Unarmed Strike, you can deal an extra 1d8 Force damage. The extra damage increases to 2d8 when you reach Soldier level 10.

ROCKET BOOSTER. Your Speed increases by 10 feet.

MORTAR. Your exosuit is outfitted with a robust arsenal to launch artillery fire from range. You have the following benefits while piloting it.

PLASMA BATTERY. Once per turn when you hit with a ranged attack roll, you can deal 1d8 Lightning damage to another target within 15 feet of the first and that isn't behind Total Cover. When you reach Soldier level 10, the extra damage increases to 2d8.

TARGETING ARRAY. Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.



Exomech
Soldier



LEVEL 7: EXPERIMENTAL SYSTEMS

You discover new system enhancements to make your exosuit deadlier. You can use one of the options below based on your exosuit's chassis. You can use this feature a number of times equal to your Strength or Dexterity modifier (your choice), and you regain all expended uses when you finish a Long Rest.

BASTION. When you use Evasion Circuits, you can project a defensive screen in a 10-foot Emanation originating from you until the start of your next turn. You and your allies in that area have Half Cover.

COMET. As a Bonus Action, you can move up to your Speed without provoking Opportunity Attacks. If you then hit a creature with a melee weapon attack or an Unarmed Strike before the end of your turn, you can activate the Push or Topple mastery property, in addition to another mastery property you're using.

MORTAR. When you take the Attack action on your turn, you can replace one attack with a spread of micro rockets. Each creature in a 30-foot Cone makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier [your choice] and Proficiency Bonus), taking 4d6 Fire damage on a failed save or half as much damage on a successful one.

LEVEL 10: MOBILE FRAME

You upgrade your exosuit with utility and traversal systems, granting you the following benefits while piloting it.

COMPRESSION FORM. As a Bonus Action, you can engage miniaturization systems. For 1 minute, you ignore the Hulking Form feature of your Bonded Exosuit. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

THRUSTER JETS. You can expend 10 feet of movement to jump up to 30 feet.

LEVEL 15: PERFECTED EXOSUIT

You have perfected the design of your exosuit, granting you one of the following benefits based on your exosuit's chassis.

BASTION. You have Resistance to damage dealt by a target marked by your Threat Attractor.

COMET. When you take the Dash action you also take the Disengage action, and until the end of the turn, you can move through an enemy's space as if it were Difficult Terrain.

MORTAR. When you hit with an attack roll, you can cause it to be a Critical Hit. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

LEVEL 18: BATTLE ASSAULT

You push your exosuit beyond its limits, overheating it as you unleash an all-out assault. As a Bonus Action while piloting your exosuit, you can overcharge your weapons and unleash everything you've got. Until the end of the turn, when you hit with an attack roll, you deal maximum damage with that attack. At the end of your turn, you gain 4 Exhaustion levels. Exhaustion gained in this way vanishes at the end of your next turn, or if you expend a use of Frontline Rally (no action required). Once you use this feature, you can't use it again until you finish a Long Rest.

SOLDIER: NANOMEDIC

Treat the Wounded with Nanite Field Medicine

Nanomedics are Soldiers who use highly advanced nanomachines to save the dying on battlefields across the galaxy. Equal parts warrior and healer, these field medics perform critical triage and direct their countless microscopic bots to close wounds, neutralize infections, and even snatch mortally wounded comrades from the brink of death. Their nanite clusters can take a variety of forms when deployed, appearing as billowing clouds, crawling swarms, or beams of gel-like material.

LEVEL 3: DOCTOR OF WAR

You're trained to treat all varieties of wounds even amid the chaos of an active battlefield. You gain the following benefits.

FIELD DRESSING. You gain a Med Pack, and you can use Med Packs as a Bonus Action.

MEDICAL TRAINING. You gain a Pharma Kit, and you have proficiency with it. You also gain proficiency in the Medicine skill. If you already have it, you gain proficiency in one skill of your choice from the skills available to Soldiers at level 1.



Nanomedic
Soldier



LEVEL 3: NANITE MEDICINE

You have a cluster of nanites you can direct to stimulate healing in minor wounds. Your nanites are stored in a container of your choice, which you can replenish using a Pharma Kit when you finish a Long Rest. You can use the nanites to restore a total number of Hit Points equal to five times your Soldier level.

As an action, or in place of an attack when you take the Attack action on your turn, you can direct some of your nanites at a creature you can see within 30 feet of yourself and restore a number of Hit Points to that creature, up to the maximum amount remaining in the cluster.

You can also expend 5 Hit Points from the cluster to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

To use this feature, you must have a Pharma Kit on your person.

LEVEL 7: SURGICAL SWARM

Your nanites now have enough power to overcome more ailments, and they can remain with a subject and continue treating their wounds for a short time. You gain the following benefits.

CURE-ALL. When you use your Nanite Medicine feature, you can expend 5 Hit Points from the cluster to remove one of the following conditions on the target: Blinded, Deafened, Frightened; those points don't also restore Hit Points to the creature.

LINGERING NANITES. When you use your Nanite Medicine feature, at the start of the target's next turn, it can expend and roll one of its Hit Point Dice. It regains a number of Hit Points equal to the number rolled.

NANO-STIM. When you use your Nanite Medicine feature, you can give the target Temporary Hit Points instead of restoring lost Hit Points.

LEVEL 10: NANITE REPLICATION

The nanites in your cluster can now replicate themselves to expand their effectiveness. You gain the following benefits.

RANGING CLUSTER. The range of your Nanite Medicine feature is now 60 feet.

SUSTAINING SWARM. When you expend a use of your Adrenaline Rush, your nanite cluster regains 5 Hit Points. To use this feature, you must have a Pharma Kit on your person.

TRAUMA TRIAGE. When you use your Nanite Medicine feature, you can expend 5 Hit Points from the cluster to remove one of the following conditions on the target: Charmed, Paralyzed, Stunned; those points don't also restore Hit Points to the creature.

LEVEL 15: BATTLEFIELD RESUSCITATION

Your nanites can deliver a targeted cocktail of trauma intervention stims and rapidly repair critical damage to resuscitate the recently deceased. You can cast *Revivify* requiring no spell components, using Wisdom as the spellcasting ability. When you cast the spell in this way, you can expend a use of your Adrenaline Rush to modify the spell; its range becomes 60 feet. Once you cast the spell using this feature, you can't do so again until you finish a Long Rest.

To use this feature, you must have a Pharma Kit on your person.

LEVEL 18: EXPONENTIAL REPLICATION

Your nanite cluster now replicates more rapidly to spread when deployed. You gain the following benefits.

INFECTIOUS INTERVENTION. When a creature regains Hit Points from the Linging Nanites benefit of your Surgical Swarm feature, up to two other creatures of your choice within 10 feet of it also regain the same number of Hit Points. A creature can't be affected by this benefit again until the start of its next turn.

RAPID REPLENISHMENT. When you roll Initiative, you can expend any number of Hit Point Dice. Your nanite cluster regains a number of expended Hit Points equal to five times the Hit Dice expended. To use this benefit, you must have a Pharma Kit on your person.



TRACER: PROTOSTALKER

Become a Primeval Predator with a Dinosaur Packmate

Protostalkers are among the most primal and untamed Tracers, fostering a mystical connection with protosaurs, especially primeval dinosaurs and prehistoric reptiles found across the Stardust Rhapsody. Together, they stalk the primordial wilds, honing their instinct to hunt and fight as one. Many Protostalkers seek out the biggest and most ferocious game of the galaxy, collecting trophies from prehistoric titans that could never be taken down alone.

LEVEL 3: PRIMEVAL INSTINCT

You are driven by a ferocious intuition. You can use Wisdom instead of Dexterity to determine your Armor Class and Wisdom instead of Strength or Dexterity for your attack rolls and damage rolls with weapons and Unarmed Strikes.

LEVEL 3: PROTOSAUR PACKMATE

You have a mystical bond with a primeval protosaur to aid you in your hunts. Choose its stat block from the following protosaur options: Bonestomper, Bloodripper, or Skyterror. Choose its size from those noted in its stat block. You also determine the kind of dinosaur or prehistoric reptile it is, choosing a kind appropriate

for the stat block. Whatever dinosaur you choose, it bears luminous markings indicating its supernatural origin.

The protosaur is Friendly to you and your allies and obeys your commands. It vanishes if you die.

THE PROTOSAUR IN COMBAT. In combat, the protosaur acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the protosaur to take the Proto Strike action. If you have the Incapacitated condition, the protosaur acts on its own and isn't limited to the Dodge action.

RESTORING OR REPLACING THE PROTOSAUR. If the protosaur has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The protosaur returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can summon a different protosaur, which appears in an unoccupied space within 5 feet of you. You choose its stat block and appearance. If you already have a protosaur from this feature, the old one vanishes when the new one appears.

Protostalker
Tracer



PROTOSAUR BLOODRIPPER

Medium or Small Beast, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Tracer level (the protosaur has a number of Hit Dice [d8s] equal to your Tracer level)

Speed 40 ft., Climb 40 ft. (Land only), Swim 60 ft. (Sea only)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	15	+2 +2	CON	14	+2 +2
INT	10	+0 +0	WIS	15	+2 +2	CHA	7	-2 -2

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Aspect. When you summon the protosaur, choose its aspect: Land or Sea.

Amphibious (Sea Only). The protosaur can breathe air and water. While you and the protosaur are on the same plane of existence, you gain this trait.

Pack Tactics. The protosaur has Advantage on an attack roll against a creature if at least one of the protosaur's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the protosaur makes.

ACTIONS

Proto Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + 2 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you summon the protosaur).

PROTOSAUR BONESTOMPER

Large or Medium Beast, Neutral

AC 13 plus your Wisdom modifier

HP 5 plus five times your Tracer level (the protosaur has a number of Hit Dice [d8s] equal to your Tracer level)

Speed 30 ft., Swim 60 ft. (Sea only)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	10	+0 +0	CON	14	+2 +2
INT	8	-1 -1	WIS	15	+2 +2	CHA	11	+0 +0

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Aspect. When you summon the protosaur, choose its aspect: Land or Sea.

Amphibious (Sea Only). The protosaur can breathe air and water. While you and the protosaur are on the same plane of existence, you gain this trait.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the protosaur makes.

Standing Leap (Land Only). The protosaur's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

ACTIONS

Proto Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 2 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you summon the protosaur).

If the protosaur moved at least 20 feet straight toward the target before the hit, the target takes an extra 1d6 damage of the same type, and the target has the Prone condition if it is a Large or smaller creature.

PROTOSAUR SKYTERROR

Medium or Small Beast, Neutral

AC 13 plus your Wisdom modifier

HP 4 plus five times your Tracer level (the protosaur has a number of Hit Dice [d6s] equal to your Tracer level)

Speed 10 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2 +2	DEX	16	+3 +3	CON	12	+1 +1
INT	8	-1 -1	WIS	14	+2 +2	CHA	8	-1 -1

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Flyby. The protosaur doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Primal Bond. Add your Proficiency Bonus to any ability check or saving throw the protosaur makes.

ACTIONS

Proto Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + 3 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you summon the protosaur).



LEVEL 3: PROTOSTALKER SPELLS

When you reach a Tracer level specified in the Protostalker Spells table, you thereafter always have the listed spells prepared.

PROTOSTALKER SPELLS

TRACER LEVEL	SPELLS
3	<i>Longstrider</i>
5	<i>Pass Without Trace</i>
9	<i>Haste</i>
13	<i>Black Tentacles</i>
17	<i>Hold Monster</i>

LEVEL 7: PRIMAL RAGE

You and your protosaur embrace ferocity. You gain the following benefits.

KILLER INSTINCT. When you take a Bonus Action to command your protosaur to take an action, you can also command it to take the Dash, Disengage, Dodge, Help, or Hide action using its Bonus Action.

SAVAGE WOUND. When the protosaur hits a creature with its Proto Strike attack, the target suffers a bleeding wound if it doesn't already have one. While wounded, the target loses 1d8 Hit Points at the start of each of its turns. At the end of the bleeding creature's turn, it makes a Constitution saving throw against your spell save DC, closing the wound on a success. The wound closes early if a spell restores Hit Points to the target.

LEVEL 11: HUNT AS ONE

You hunt with your packmate in perfect sync. When you hit a creature with an attack roll while your protosaur is within 5 feet of the target and the protosaur doesn't have the Incapacitated condition, the attack deals an extra 1d8 damage of the attack's normal type.

In addition, the first time each turn your protosaur hits a creature under the effect of your *Hunter's Mark* spell, it deals extra Force damage equal to the bonus damage of that spell.

LEVEL 15: ANCIENT APEX

You and your protosaur have become apex predators feared by prey across the galaxy. As a Bonus Action, you can command your protosaur to give a fearsome roar using its Bonus Action. For 1 minute, you gain the benefits below.

Once you use this Bonus Action, you can't use it again until you finish a Long Rest unless you expend a level 4+ spell slot to restore your use of it (no action required).

APEX ONSLAUGHT. When the protosaur takes the Attack action, it can make two Proto Strike attacks.

PRETERNATURAL PACKMATES. You have Advantage on an attack roll against a target while your protosaur is within 5 feet of it and the protosaur doesn't have the Incapacitated condition.

SURVIVAL SENSE. You and the protosaur add a bonus to saving throws equal to your Wisdom modifier (minimum of +1).

TRACER: X-AGENT

Pursue the Truth to Uncover the Unexplained

X-Agents are Tracers who meddle with the strangest and most mysterious forces of the Stardust Rhapsody and investigate the uncanny and the unseen. They delve into esoteric technology and occult magic to secure and contain the abnormal and sinister threats to the galaxy that many don't believe exist. Some X-Agents get involved in secretive organizations and conspiracies to control these discoveries for their own ends, while others seek only to protect the galactic citizenry from the unexplainable.

LEVEL 3: AGENT OF THE UNKNOWN

You delve into the mysteries of the galaxy. You gain proficiency in the Arcana, History, or Religion skill.

When you make an Intelligence check using any of these skills, you can add a bonus to the total. The bonus equals your Wisdom modifier (minimum of +1).

LEVEL 3: OCCULTECH WEAPON

You have access to esoteric, alien, or occult technology. When you finish a Long Rest, you can integrate this strange technology into a weapon to create an occultech weapon. If you make an occultech weapon while you already have one, the first weapon is no longer an occultech weapon. Your occultech weapon gains the following benefits.

OCCULT ROUND. Choose a level 1 spell from the Cryptist spell list such as *Withering Lightning* ⚡; you always have that spell prepared. While you are holding the weapon, you can cast that spell once without a spell slot, and you regain the ability to do so when you finish a Long Rest.

UNCANNY INTRUSION. When you hit with an attack roll using the occultech weapon, you can cause it to deal Psychic damage instead of the normal damage type.

LEVEL 3: REDACTED IDENTITY

You know how to ward off the inexplicable and nefarious perils of the galaxy. While you are under the effect of the *Protection from Evil and Good* spell, creatures other than your allies must succeed on a DC 20 Wisdom (Perception) check to remember any identifying details about you.

LEVEL 3: X-AGENT SPELLS

When you reach a Tracer level specified in the X-Agent Spells table, you thereafter always have the listed spells prepared.

X-AGENT SPELLS

TRACER LEVEL	SPELLS
3	<i>Protection from Evil and Good</i>
5	<i>Suggestion</i>
9	<i>Magic Circle</i>
13	<i>Banishment</i>
17	<i>Dispel Evil and Good</i>



LEVEL 7: ESOTERIC REVELATION

You unlock deeper secrets of your occulttech, granting you the following benefits.

ABERRANT COUNTERMEASURES. When you cast a spell that allows you to choose one or more creature types to affect with the spell, you add Aberrations to the options you can choose.

OCCULT SCOURING. Once per turn when you hit with an attack roll using your occulttech weapon, you can deal an extra 1d8 Psychic damage.

UNSEALED SECRETS. Choose a level 2 spell from the Cryptist spell list such as *Misty Step*; you always have that spell prepared. While you are holding your occulttech weapon, you can cast that spell once without a spell slot, and you regain the ability to do so when you finish a Long Rest.

LEVEL 11: SECURE AND CONTAIN

Your occulttech weapon is perfected to initiate containment protocols against the unexplained. When you use your occulttech weapon as a Spellcasting Focus to cast a level 1+ spell with a casting time of an action, you can use your Bonus Action to make one attack with the weapon.

If the attack hits a creature and the target is Bloodied after taking damage, you can force it to make a Constitution saving throw against your spell save DC. On a failure, it has the Incapacitated condition until the start of your next turn.

LEVEL 15: REWRITE THE TRUTH

You gain the ultimate clearance to decide what is known and unknown. You can cast *Hold Monster* or *Modify Memory* without a spell slot. Once you cast a spell in this way, you can't cast either spell with this feature again until you finish a Long Rest.

Additionally, a creature has Disadvantage on saving throws you force it to make if it has no allies within 10 feet of it.



X-Agent
Tracer

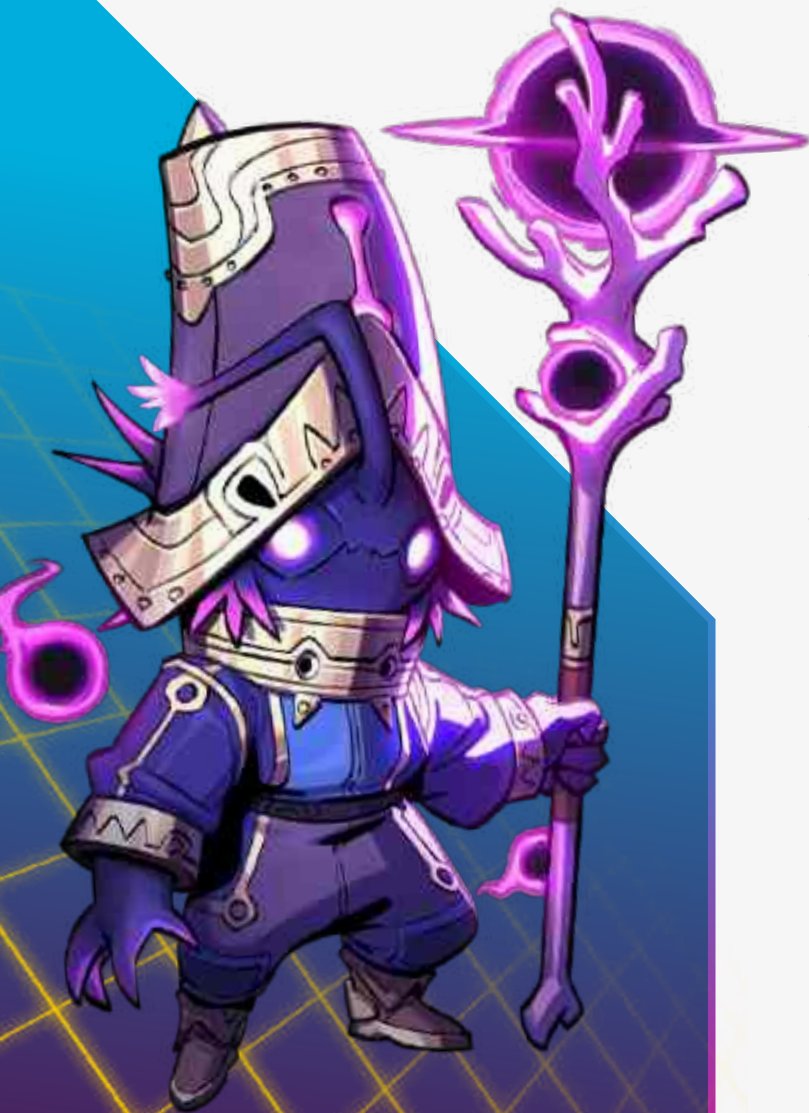


SPECIES

BENTHOS

Benthos (*BEN-thoess*) are a people forever changed by the eldritch power of the Abyssal Void. Eons ago, their homeworld was ripped into a black hole and lost to the Wyrmsways, the border dimension between the galaxy and the Void. They irrevocably transformed to survive the alien environment, taking on traits of the Void creatures known as the Deep. In time, they learned to harness dark matter, shaping it to their will and utilizing it in their magic and technology.

Benthos are diminutive people with features reminiscent of deep sea fish and skin in shades of the Void. They typically lack color outside their glowing circular eyes and lamp-like lures at the end of the flexible stalk that grows from their head. Their mouths are especially wide and can unhinge indefinitely.



BENTHOS TRAITS

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

As a Benthos, you have these special traits.

BORN OF THE DEEP. You have Resistance to Necrotic and Psychic damage.

DARK MATTER CRAFTING. While not in Bright Light, you can take a Magic action to shape shadows into one Small or smaller nonmagical item of your choice worth no more than 1,000. The item must appear in your hand, or in your space on a surface that can support it. The item disappears after a number of hours equal to your Proficiency Bonus or when it is reduced to 0 Hit Points. A creature that examines the object can discern its true nature with a successful Intelligence (Investigation) check. The DC is 8 plus your Proficiency Bonus and the ability modifier you chose for Lure of Shadows.

Once you create an item with this trait, you can't do so again until you finish a Long Rest.

DARKVISION. You have Darkvision with a range of 120 feet.

LURE OF THE DEEP. You know the *Dimness* cantrip.

Additionally, starting at character level 3, you always have the *Dissonant Whispers* spell prepared, and starting at character level 5, you always have the *Web* spell prepared (the webs are spun shadow). You can cast each spell once without a spell slot, and you regain the ability to cast the spells in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

You can make a target that fails its saving throw against your *Dissonant Whispers* move toward you instead of away.

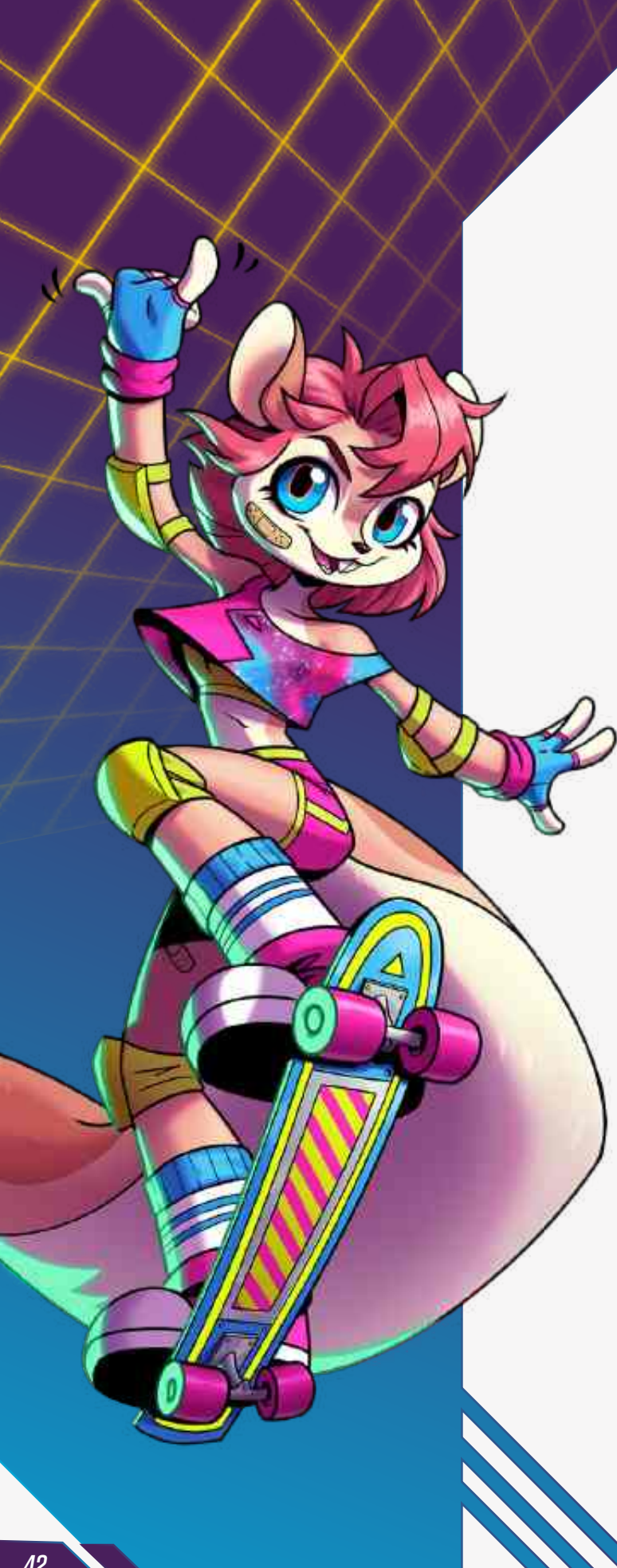
Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the species).

ONE WITH SHADOWS. You can take the Hide action while only Lightly Obscured, even if you are within an enemy's line of sight.

SWARMING SHOAL. When you deal damage while two or more of your allies are within 10 feet of you, you can deal an extra 1d4 Force damage to one target. You can deal this extra damage only once per turn.

The damage die changes when you reach character levels 5 (1d6), 11 (1d8), and 17 (1d10).





BITLING

Bitlings (*BIT-ling*) are a widely varied species that hail from the video game realm of Arcadia. The imaginative creativity and bombastic energy of the arcade plane infuse them with whimsical powers that change based on their inherent archetype—strong, swift, or soaring.

Bitlings often travel through Arcadia and the galaxy beyond seeking shiny collectibles that power their magic. Many set out on grand quests seeking fun adventures, sidekicks to befriend, and loot to add to their collection.

Unified by bright colors and exaggerated proportions, a bitlings's appearance is only limited by one's imagination. Their most common form is a bipedal animal of any variety, but there are those who resemble toy-like humanoids, walking inanimate objects, or even bizarre oblong shapes.

BITLING TRAITS

Creature Type: Fey

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Bitling, you have these special traits.

COLLECTIBLE DROP. When you finish a Long Rest, you gain a token that looks like a digital collectible (coin, ring, gem, etc.). When you fail a D20 Test, you can expend one token to add 1d4 to the total, potentially causing it to succeed instead.

When an enemy within 30 feet of you is reduced to 0 Hit Points, a token appears in its space and remains for 1 minute or until you collect it. You can have a maximum number of tokens equal to your Proficiency Bonus at one time.

ARCADE ARCHETYPE. Your Arcadian nature grants you certain benefits. Choose Soaring, Strong, or Swift:

SOARING. You have a Fly Speed equal to your Speed while you're not wearing Medium or Heavy armor. As a Magic action, you can expend a token and touch an ally to give it a Fly Speed equal to your Fly Speed for 1 minute.

STRONG. You have a Climb Speed equal to your Speed, and you have Advantage on Strength checks and Strength saving throws. Additionally, once per turn when you hit a target with an attack roll, you can expend a token to push the target up to 20 feet straight away. If the target is an object, it takes double damage from your attack.

SWIFT. Your Speed increases by 5 feet. As a Bonus Action, you can expend a token to take the Dash action. When you do, until the start of your next turn, your Speed is doubled and your movement doesn't provoke Opportunity Attacks.

CHECKPOINT. As a Magic action, you can expend a token to create a shimmering checkpoint on a surface you touch. The checkpoint lasts for 24 hours or until you use this action again. While you're on the same plane of existence, as a Magic action, you can teleport to the point, appearing in its space or the closest unoccupied space. When you do, you can expend a token to bring a willing creature you touch with you.

RESPAWN. When you drop to 0 Hit Points and don't die outright, you can expend a token you're carrying to drop to 1 Hit Point instead. Once you use this trait, you can't use it again until you finish a Long Rest.





CYGNIAN

Cygnians (*SIG-nee-in*) are the star-touched of Agathos, once mortal beings remade by the will of the gods. Some were heroes who lived by the tenets of their favored deity so completely that they were chosen to ascend and begin their journey anew as a Celestial. Others were selected at birth due to prophecies of greatness in the stars, discovered places or relics of divine import, or caught the eye of a god on a whim.

While some live their new immortal lives in the heavenly realm of Agathos, many return to the galaxy to serve the god that reformed them.

The physical form of cygnians is comprised of starstuff, with resilient skin and flowy hair that evoke the night sky and statues of sacred stone and metal. They typically share a humanoid visage adorned by star shapes with distinct features that reflect their god, but some retain traits of their original species.

CYGNIAN TRAITS

Creature Type: Celestial

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

As a Cygnian, you have these special traits.

AGELESS. You don't suffer from or die of old age.

DARKVISION. You have Darkvision with a range of 60 feet.

EPIC RESOLVE. You have Advantage on saving throws to avoid or end the Frightened condition.

GLORY OF AGATHOS. You are marked by one of the triads of Agathos: Beacon, Chronicle, Fountain, or Tower (choose the triad when you select this species). You can take a Bonus Action to gain a benefit determined by your triad.

Once you use this Bonus Action, you can't use it again until you finish a Long Rest unless you expend Heroic Inspiration to use it again.

BEACON. For 1 minute, when you miss with an attack roll, you can take a Reaction to reroll the d20 and use the new roll.

CHRONICLE. Choose an ability score. For 1 minute, you can add a bonus equal to your Proficiency Bonus to saving throws using the chosen score.

FOUNTAIN. Touch a creature and roll a number of d6s equal to your Proficiency Bonus. The target gains Temporary Hit Points equal to the total rolled, which vanish after 1 minute.

TOWER. For 1 minute, when you take damage, you can take a Reaction to reduce the damage taken by 1d12 plus your Proficiency Bonus.

MADE OF STARS. You have Resistance to Radiant damage. When you take Radiant damage, you can take a Reaction to redirect some of the energy. The next time you deal damage before the end of your next turn, one target takes an extra 1d6 Radiant damage.

STARFALL. When you fall at least 10 feet, you can take a Reaction to either slow or speed your fall until the start of your next turn. If you slow your fall, you fall only 60 feet and take no falling damage if you land during that time.

If you speed your fall, you descend with comet-like force. You have Resistance to the fall's damage, and one creature within 5 feet of you during the fall takes 2d6 Radiant damage.





DATHU

Dathu (*DAH-thoo*) are a ferocious people who have been transformed by the discordant tone of Instinct through their wrath and desire to tear down the perceived source of their pain. Despite this corruption, they remain free and can choose to restrain their aggressive urges or focus their rage on something rather than their impulse to commit mindless acts of destruction.

Many dathu follow pursuits that allow them to give in to their destructive nature, favoring groups and organizations they can link to their personal hivemind. Others surrender to their corruption and join the endless skittering swarms of cacophony.

Dathu possess insectile traits found in the forces of Instinct, with scaly skin and chitinous carapaces, often streaked with amber-colored resin. Their jaws are split into mandibles lined with jagged teeth that drip with corrosive acid.

DATHU TRAITS

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

As a Dathu, you have these special traits.

AGELESS. You don't suffer from or die of old age.

ACID SPRAY. You know the *Acid Splash* cantrip. Constitution is your spellcasting ability for it.

You can modify the spell to cast it as a Bonus Action. When you cast the spell in this way, you can change the area to a 30-foot Line that is 5 feet wide that sprays from you. You can modify this spell a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

CORROSIVE BLOOD. You have Resistance to Acid damage.

HIVE MIND. You have telepathy with a range in feet equal to 10 times your character level.

WRATHFUL DEVOUR. As an action, you can consume 1 pound of organic matter and expend and roll a Hit Point Die. You regain a number of Hit Points equal to the number rolled plus your Constitution modifier (minimum of 1 Hit Point).

PATH OF INSTINCT. When you reach character level 3, you must choose the path your discordant nature takes.

SWARM SURVIVAL. When you finish a Long Rest, you can choose a number of creatures you can see equal to your Proficiency Bonus and form a telepathic hive mind with them that lasts until you next finish a Long Rest. You and the chosen creatures can communicate telepathically with each other out to the range of your Hive Mind. Additionally, when you regain Hit Points from your Consume trait, you can grant those Hit Points to one of the chosen creatures instead if they are within range of your Hive Mind.

UNENDING HUNGER. Your creature type becomes Fiend.

When you deal Acid damage to a creature, before the end of your next turn, you can use your Consume trait as a Bonus Action (no additional organic matter required).





FLAMBEGO

Flambeo (*flahm-BAY-goh*) are a colorful avian species that hail from idyllic tropical islands where life is leisurely. Bearing a mystical bond with the revelry god Xavrius the Celebrant, they are an easygoing people who prioritize relaxation and fun as major virtues.

Empowered by the magic of the party, most flambeo seek to spread the carefree joy within them to people across the galaxy. They are often drawn to vacation destinations, but they won't shy away from danger, especially when it threatens their chill vibes.

Flambeo possess the traits of all manner of tropical birds, sporting vibrant, colorful plumage and wings that line each of their arms. Their proportions can vary, and while many have long legs, necks, and beaks, others are compact and round.

FLAMBEGO TRAITS

Creature Type: Humanoid

Size: Medium (about 4–6 feet tall)

Speed: 30 feet

As a Flambeo, you have these special traits.

CELEBRANT'S REVELRY. You know the *Befriend* ☀ cantrip.

Additionally, starting at character level 3 you always have the *Heroism* spell prepared, and when you reach character level 5, you always have the *Lesser Restoration* spell prepared. You can cast each spell once without a spell slot, and you regain the ability to cast them in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose when you select this species).

CHILL UNDER PRESSURE. You have Advantage on saving throws you make to avoid or end the Charmed or Frightened condition.

FESTIVE FLOURISH. Your jubilant nature manifests in flamboyant ways. When you finish a Long Rest, choose one of the following manifestations, which lasts until you finish your next Long Rest:

GOOD VIBES. Choose an ability score. You and your allies within 10 feet of you gain a bonus to saving throws that use that ability. The bonus is equal to the ability modifier you chose for Celebrant's Revelry.

RELAXING REVEL. You can lead up to eight creatures in lively song, dance, or other revelry for 1 minute. At the end of the revel, each creature gains the benefit of a Short Rest, regains one expended Hit Point Die, and its Exhaustion level, if any, decreases by 1. A creature can't benefit from this manifestation again until it finishes a Long Rest.

CAREFREE FLIGHT. Your Fly Speed becomes magical, and it no longer requires you to use your Arm Wings with free hands, and you can hover.

TROPICAL SKIES. You have a Fly Speed equal to your Speed. If you're wearing Medium or Heavy armor, or holding anything in your hands, you can't use this Fly Speed.





GREEBLE

Greebles (*GREE-bull*) are a worm-like species driven by an innate desire to voyage across the galaxy. Said to be blessed by Pelogos the Navigator, they possess a supernatural ability to always sense the stars and navigate by their light.

Many greebles are drawn to space travel of all varieties, whether as transport pilots, explorers, or anything in between. This extrasensory power and internal cosmic compass is so strong that none can doubt the navigation skills of the greeble.

Despite their segmented worm biology, Greebles have a humanoid shape with nearly universally thin legs. They have pointed noses, disproportionately large eyes, and soft skin in shades of pink to more earthy tones.

GREEBLE TRAITS

Creature Type: Humanoid

Size: Medium (4–6 feet tall) or Small (3–4 feet tall)

Speed: 30 feet

As a Greeble, you have these special traits.

COSMIC COMPASS. You have proficiency with Navigation Tools and in the Survival skill.

DARKVISION. You have Darkvision with a range of 60 feet.

NAVIGATOR'S HEADING. You always have the *Augury* spell prepared, and you can cast it once without a spell slot. You regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. Whenever you cast the spell, if you can see the stars, you require no Material components. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

SEGMENTED BIOLOGY. You have redundant internal organs. When an attack roll against you is a Critical Hit, you can take a Reaction to make it a normal hit instead. Once you use this trait, you can't use it again until you finish a Long Rest.

SQUIRM. You have a Burrow Speed equal to your Speed. Additionally, you have Advantage on ability checks and saving throws to avoid or end the Grappled or Restrained conditions. When you fail such a roll, you can take a Reaction to expend and roll a Hit Point Die and add it to the total, possibly turning the failure into a success.

STELLAR NAVIGATOR. You can see or sense the stars from anywhere in the galaxy, though they are faint during daylight or while an opaque object is between you and the sky. When you succeed on an ability check using Navigator's Tools or the Survival skill while lost, or to avoid becoming lost, you gain Heroic Inspiration. You can't gain Heroic Inspiration with this trait again until you finish a Short or Long Rest.





ISOTRON

Isotrons (*EYE-soh-tron*) are wholly digital beings brought to life by a synthetic soul called a hyperspark. Originating from the digital realm of the Hypergrid, they are comprised of code that can be compiled into physical forms of hard light. This grants them an innate ability to interface with computers and manipulate software with a touch.

Many isotrons live their entire lives within the Hypergrid, but others venture into physical reality to discover new experiences across the Stardust Rhapsody. In such a technological galaxy, isotrons have no trouble finding ways to put their inherent skills to use.

Isotron bodies vary in shape, size, and color, and they are often bedecked with bold or saturated hues that glow from the code within them. Their heads are typically humanoid with built-in visors, but some are entirely flat with a digital face projected upon it.

ISOTRON TRAITS

Creature Type: Construct

Size: Medium (about 4–6 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Isotron, you have these special traits.

DATA JUMP. You always have the *Misty Step* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level.

When you cast the spell using this trait while you are within 5 feet of a power or data connection, if your destination space is also within 5 feet of that connection, you don't expend a use of this trait.

Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

HARD LIGHT BODY. You don't gain Exhaustion levels from dehydration, malnutrition, or suffocation.

HYPERGRID SOUL. You have Advantage on saving throws against spells and magical effects.

NATIVE INTERFACING. You have proficiency in the Computers skill, and you can interface with a data port as if you were using a Spiking Deck by touching the port.

SURGE PROTECTION. You have Resistance to Lightning damage.





JENOVAN

Jenovans (*jeh-NOH-vin*) are the descendants of an artificial psionic species created through genetic experimentation to achieve a perfected lifeform. For eons, these bio-engineered creations intermingled with their creators until nothing but the jenovans remained, beings of enhanced physicality and fearsome telekinetic power.

Whatever homeworld they once had was lost to legend, so jenovans became a nomadic people who wander across the galaxy and settle numerous planets in tight-knit communities. They often strive to perfect themselves within and without, pushing their abilities to the limit and beyond. Many seek mightier challenges and opponents to test their skills and train against.

Jenovans have an appearance that betrays their genetically engineered origin, with unnaturally smooth skin in tones of gray, green, and purple. Their bodies are adorned with plates of natural armor as well as crystalline protrusions that focus their telekinesis. All jenovans bear either a prominent tail or a head tendril, though many have both.

JENOVAN TRAITS

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

As a Jenovan, you have these special traits.

BIOENGINEERED. You have proficiency in the Acrobatics, Athletics, or Stealth skill.

PSIONIC DEFLECTION. When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to add your Proficiency bonus to your AC, possibly causing it to miss. If you make an attack miss this way, choose a creature you can see within 30 feet of you that isn't behind Total Cover. The target takes 1d10 Force damage. You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

TELEKINETIC. You know the *Kinetic Propulsion*  cantrip and the *Mage Hand* cantrip (the hand is invisible).

Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

FINAL FORM. Starting at character level 3, you can transform as a Bonus Action and gain the benefits below. The transformation lasts for 1 minute or until you end it (no action required). Once you transform, you can't do so again until you finish a Long Rest.

ENERGY REVERSAL. You can use your Psionic Deflection trait on attacks regardless of damage type.

GENETIC PERFECTION. You gain Expertise in one of your skill proficiencies.

KINETIC LEVITATION. While you aren't wearing Medium or Heavy armor, you have a Fly Speed equal to your Speed and can hover.





MARSOOM

Marsoom (*mar-SOOM*) are a bovine species with especially alien biology that grants them psionic prescience and highly tuned danger sense. They have adapted to the strange red planet they call home, making their physical prowess no less formidable.

Most marsoom believe that strength and safety come through unity, and they are typically welcoming to people of all creeds and origins. While they normally engage in diplomatic pursuits, marsoom are prepared to fight to defend what they value most.

They appear as sturdy bipedal cattle but have large, dark, oblong eyes with a third on their forehead. A pair of antennae sprouts from between their horns, their tails are split into two bushy ends, and their skin, hair, and tufts of fur come in a wide variety of vivid, unnatural colors.

MARSOOM TRAITS

Creature Type: Humanoid

Size: Medium (about 5–8 feet tall)

Speed: 30 feet

As a Marsoom, you have these special traits.

CRATERING JUMP. As a Bonus Action, you can unleash your inner strength to jump up to your Speed to an unoccupied space. When you land, you can unleash a shockwave in a 10-foot Emanation originating from you. Each creature in that area must make a Constitution saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 Thunder damage and is pushed or pulled (your choice) up to 10 feet toward or away from you. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

DANGER SENSE. Your antennae tingle when danger is imminent. You have proficiency in the Perception skill. In addition, you can't be surprised.

HERD INSTINCT. Once during your turn, when you hit a creature with an attack roll and deal damage, if you or an ally you can see took damage from that creature since the start of your last turn, the target takes an extra 1d6 Force damage.

MIGHTY HORNS. You have a pair of horns, which you can use to make Unarmed Strikes. When you hit with an Unarmed Strike using your horns and deal damage with them, you can deal 1d8 Piercing damage plus your Strength modifier instead of the normal damage for an Unarmed Strike.

SPLIT-SECOND WARNING. When you are hit by an attack roll, you can take a Reaction to force the attacker to reroll the d20 and use the lower roll. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.





MOTLIEN

Motliens (*MOT-lee-in*) are an absurd people twisted by the discordant tone of Thrill through their indulgence in sensory overload to drown out their pain. They relish in antics and folly that spark maximum excitement, pleasure, and pain, all of which fuel their cartoonish and reality-warping magic.

Driven to be thrill seekers at heart, many Motliens crave the most dangerous or bombastic environments they can find. Others turn to sharing their laughter, fighting their darker impulses lest they join the hellish circus of Thrill.

Motliens resemble fools, jesters, and clowns, with rubbery, colorful skin marked with strange psychedelic or motley patterns. Their heads sprout fleshy tendrils that resemble a cap and bells, and they often have honkable noses, razor-sharp teeth, and long, slithery tongues.

MOTLIEN TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Motlien, you have these special traits.

AGELESS. You don't suffer from or die of old age.

MOTLEY TRICKS. You know the *Minor Illusion* and *Vicious Mockery* cantrips.

Additionally, starting at character level 3, you always have the *Hideous Laughter* spell prepared, and starting at character level 5, you always have the *Suggestion* spell prepared. You can cast each of these spells once without a spell slot, and you regain the ability to cast them in that way when you finish a Long Rest. You can also cast them using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

TOON FORCE. You can take a Reaction when you gain one of the following conditions to end it before it takes effect: Charmed, Frightened, Poisoned, Prone, or Stunned. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

TWISTED MIND. You have Resistance to Psychic damage.

PATH OF THRILL. When you reach character level 3, you must choose the path your discordant nature takes.

HONKWEAVE. Your creature type becomes Fiend. As a Bonus Action, you can take on a wickedly cartoonish form for 1 minute. Once during each of your turns during that time, you can expend movement to teleport an equal distance to an unoccupied space you can see. Once you transform using this trait, you can't do so again until you finish a Short or Long Rest.

LAUGH IT OFF. You can use your Toon Force trait on an ally you can see within 30 feet of yourself when it gains one of the listed conditions. Additionally, when you end a condition using that trait, a creature you can see within 30 feet of yourself must succeed on a Charisma saving throw (DC 8 plus your Proficiency Bonus and the ability modifier you chose for Motley Tricks) or gain the condition you ended.





NAVILI

Navili (*nuh-VEE-lee*) are an ethereal folk who first stepped out of Arcadia and found a home in the Stardust Rhapsody. Their time among the mortal species changed them, but they never lost touch with the mystic power of their enchanted origin.

All navili embody a primary ideal—valor, might, or clarity—tracing back to the virtues of the sages that first guided them from Arcadia. Drawn to opportunities for heroism and to embody their chosen ideal, navili regularly seek secrets and relics within ancient ruins or lost temples.

They are typically willowy and graceful with skin that ranges from muted tones of nature to the brilliant blues, pinks, and greens of Arcadia, often marked with intricate runic patterns. Navili have shimmering eyes, broad noses, and leaf-like ears with several delicate points. A pair of prismatic, polygonal wings drift behind their backs.

NAVILI TRAITS

Creature Type: Fey

Size: Medium (about 4–6 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Navili, you have these special traits.

INVENTORY MANAGEMENT. You can store and retrieve items from a digital inventory. With a Utilize Action, you can digitize an item you are wearing or carrying and store it in your inventory, or retrieve a digitized item into your hand and return it to normal. Your inventory can hold a number of items equal to your Proficiency Bonus. Digitized items appear in your space when you die.

LOOK! LISTEN! You have proficiency in the Insight, Investigation, or Perception skill.

POLYGON WINGS. You have a Fly Speed equal to your Speed while you aren't wearing Medium or Heavy armor.

VIRTUE OF THE SAGES. You gain some traits based on the ideal you embody. Choose a virtue from the Virtues of the Sages table. You gain the level 1 benefit of that ideal.

When you reach character levels 3 and 5, you learn a spell as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose the ability when you select this species).

VIRTUES OF THE SAGES

VIRTUE	LEVEL 1	LEVEL 3	LEVEL 5
Clarity	You know the <i>Message</i> cantrip. Additionally, you have Advantage on Intelligence saving throws and you have proficiency in Perception.	<i>Detect Magic</i>	<i>Zone of Truth</i>
Might	You know the <i>Thunder Blast</i> 🎲 cantrip. Additionally, you have Advantage on Strength saving throws, and you can use your Fly Speed while wearing Medium or Heavy armor.	<i>Divine Favor</i>	<i>Magic Weapon</i>
Valor	You know the <i>Resistance</i> cantrip. In addition, you have Advantage on Charisma saving throws and on saving throws to avoid or end the Frightened condition. While you have the Frightened condition, you can still move closer to the source of your fear.	<i>Heroism</i>	<i>Aid</i>





OCULOK

Oculoks (*AHK-yoo-lahk*) are a cyclopean species that hails from a vast underground civilization. They are highly adapted to subterranean life with enhanced monocular vision that can see through inorganic matter and a magnetic touch that can manipulate metal to their needs.

Seeking opportunities to put their metal-bending to use, many oculoks possess a keen interest in building, from structures to vehicles. Their societies typically favor cooperation and rigid structure, and most citizens find purpose in contributing to a collective of any scale.

Oculoks have sturdy bodies covered in scaly, earth-toned skin and protruding armored nodules. Their heads are broad with lateral ridges and a spiked crown, with the most prominent feature being a large, singular eye. Their tails act as a built-in defense mechanism, ending in either a club or spikes.

OCULOK TRAITS

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

As an Oculok, you have these special traits.

CYCLOPEAN FOCUS. You have proficiency in the Insight, Investigation, or Perception skill.

DARKVISION. You have Darkvision with a range of 120 feet.

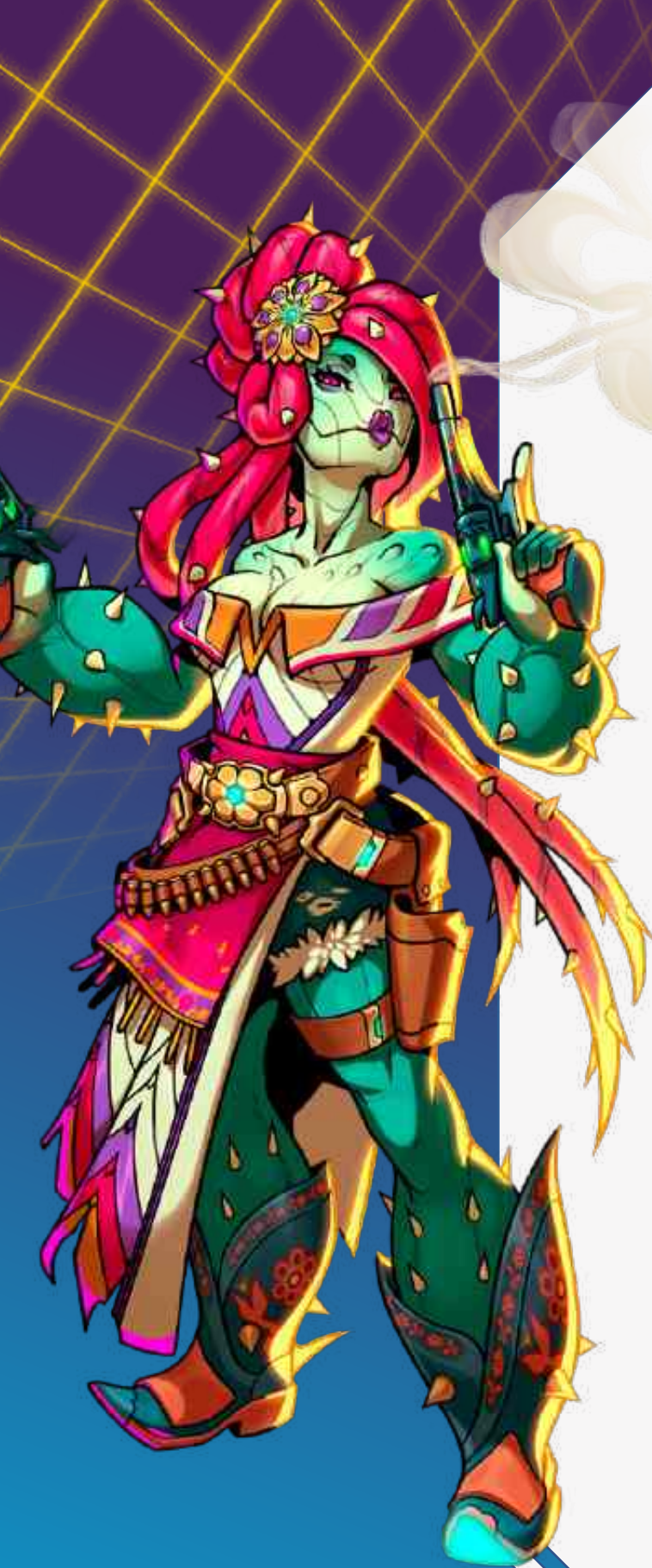
METAL SHAPER. You know the *Mending* cantrip. If you target a metal object, you can change the casting time to a Bonus Action. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

Additionally, as a Magic action, you can touch a metal object (or part of a larger metal object or structure) no larger than a 5-foot Cube. The target gains Resistance or Vulnerability to all damage (your choice) for 1 minute. Once you use this action, you can't use it again until you finish a Short or Long Rest.

STONEBREAKING TAIL. You have your choice of a spike or club on your tail that you can use to make Unarmed Strikes. When you hit with your tail and deal damage with it, you deal 1d8 Bludgeoning or Piercing damage, as appropriate, plus your Strength modifier instead of the normal damage for an Unarmed Strike.

TUNNEL VISION. As a Bonus Action, you can adjust your vision to see through inorganic matter for up to 1 minute while you maintain Concentration on the vision. For the duration, you can see through objects and structures made of stone, metal, plastics, or similar materials to a range of 30 feet beyond the obstruction. The area you view through an object is Lightly Obscured. Living or once-living material of any thickness blocks your sight. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.





PAKKU

Pakku (*PAH-koo*) are a species of sapient plants with the combined elements of cacti and carnivorous flora. To survive their deadly, venomous homeworld, they have developed a variety of adaptations to overcome both predators and prey.

Favoring the more lawless corners of the galaxy, pakku usually seek their fortune through grit and resolve. Many of them have a strong interest in the crafting and handling of weapons, especially firearms, striving to master the art of the duel with their implement of choice.

Widely varied in shape and size, pakku appear as bipedal plants with spiny cactus bodies that are usually a shade of green. Their heads are typically topped with hair-like vines or colorful, exotic flowers with extra-wide, toothy mouths that resemble carnivorous plants.

PAKKU TRAITS

Creature Type: Plant

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Pakku, you have these special traits.

CACTUS SPINES. Your body is covered in fine, sharp spines you can use to make Unarmed Strikes or use as a Thrown weapon with a normal range of 20 feet and a long range of 60 feet. When you hit with your spines and deal damage with them, you can deal 1d6 Piercing damage plus your Strength modifier instead of the normal damage for an Unarmed Strike. Your spines have the Finesse property.

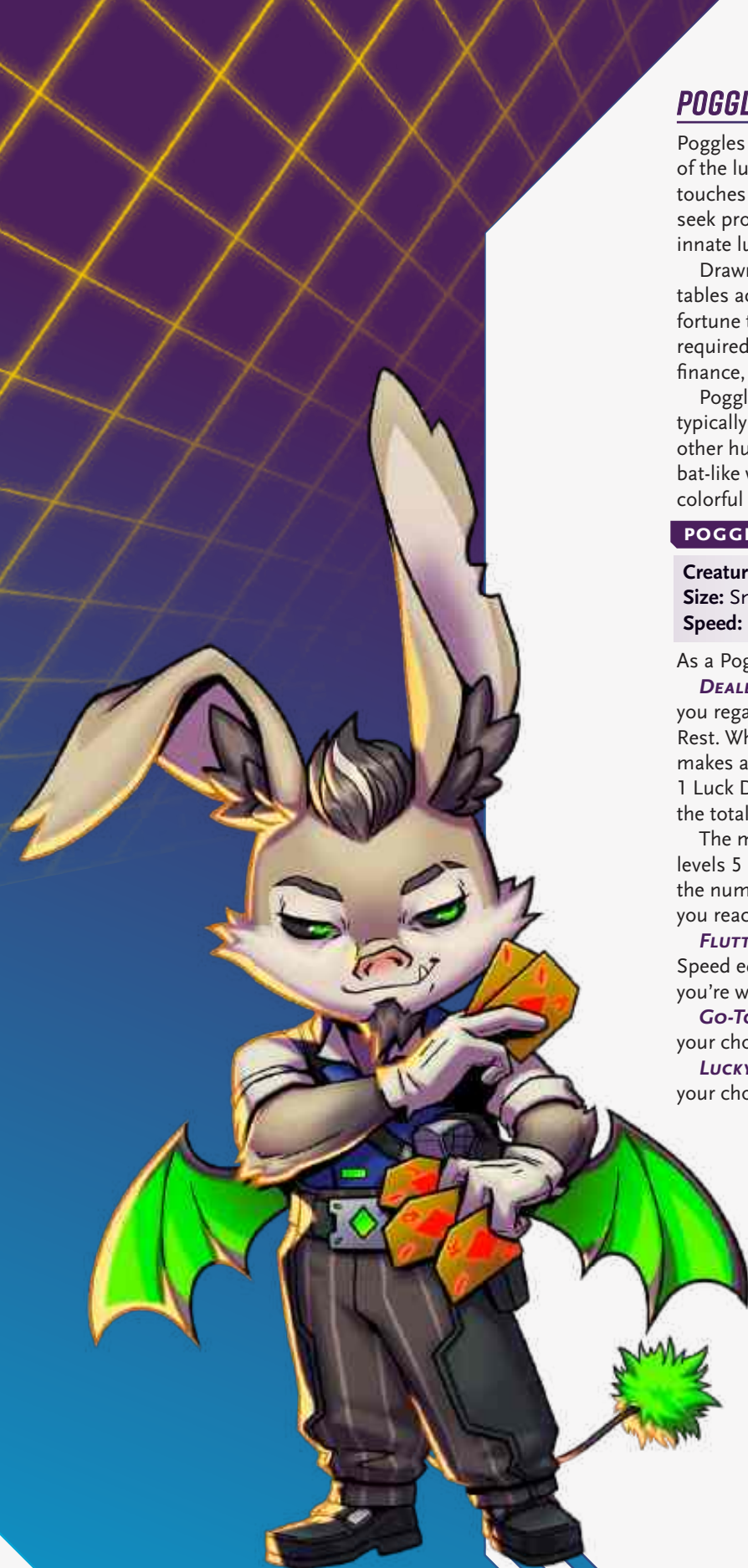
DISSOLVING ENZYMES. When you deal damage with an Unarmed Strike, a weapon with the Thrown property, or your Spiny Defense trait, you can deal an extra 1d6 Acid or Poison damage. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

FIBROUS BODY. You have Resistance to Acid and Poison damage.

PHOTOSYNTHESIS. When you finish a Short Rest in Bright Light and expend Hit Point Dice to regain Hit Points, you can roll each expended die twice and use the higher roll. After using this trait, you don't gain Exhaustion levels from malnutrition for 24 hours.

PRICKLY SKIN. When a creature grapples you, it takes 1d6 Piercing damage.





POGGLE

Poggles (*PAW-gull*) are born lucky. Said to be the creation of the luck goddess Tykris the Dealer, the favor of fortune touches everything they do. While they use this blessing to seek prosperous and happy lives, they also can share their innate luck with others.

Drawn to games of chance, they can be found at gambling tables across the galaxy. Some use their death-defying fortune to take extremely dangerous jobs where a little luck is required for survival. Others find themselves in the world of finance, amassing their wealth through risky investments.

Poggles are a diminutive species covered in fur that is typically white, brown, gray, or pink, though it can grow in other hues. They have long, sometimes-floppy ears, small, bat-like wings on their back, and a wire-like tail that ends in a colorful puff ball.

POGGLE TRAITS

Creature Type: Humanoid

Size: Small (about 2–4 feet tall)

Speed: 30 feet

As a Poggie, you have these special traits.

DEALER'S FAVOR. You have 4 Luck Dice which are d6s, and you regain 1d4 expended Luck Dice when you finish a Long Rest. When you or a creature you can see within 10 feet of you makes a D20 Test, you can take a Reaction to expend and roll 1 Luck Die and apply it as a bonus or penalty (your choice) to the total.

The maximum number of Luck Dice you have increases at levels 5 (6 dice), 11 (8 dice), and 17 (10 dice). Additionally, the number of expended Luck Dice you regain increases when you reach levels 5 (1d6), 11 (1d8), and 17 (1d10).

FLUTTER FLIGHT. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

GO-TO GAME. You have proficiency with one Game Set of your choice.

LUCKY KNACK. You have proficiency in one skill of your choice.





SKETTIK

Skettiks (*SKEH-tik*) are a flightless avian species suffused with innate necromantic energy, the remnants of a cataclysmic ritual that killed and reanimated the world soul of their homeworld. These warped carrion-eaters use their necrotic magic to craft personal minions or strange relics from bone.

Many skettiks are reclusive, shying away from places touched by garish sunlight, and often find themselves operating in the galaxy's criminal underworld. Others find great success in business and as merchants, utilizing their shrewdness and skepticism to score the best deals.

Skettiks resemble wingless vultures in a humanoid shape with scaly skin and sparse patches of feathers that range from grayscale to drab shades of other colors. They have long claws on their hands and feet that they use for climbing the huge trees of their homeworld, and their jagged beaks are filled with sharp teeth for cracking bone.

SKETTIK TRAITS

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

As a Skettik, you have these special traits.

BONECRAFT. With 1 minute of work, you can magically shape bone into useful forms. You can create a piece of outrunning gear that doesn't require power and is worth ⱥ500 or less, or a Simple weapon that lacks the Ammunition or Powered properties, using an amount of bone equal to the weight of the item. The item crumbles to dust after 24 hours.

CARRION EATER. You can eat spoiled food without issue. Additionally, you have Resistance to Poison damage, and you have Advantage on saving throws to avoid or end the Poisoned condition.

CANOPY CLIMBER. You have a Climb Speed equal to your Speed.

CHANNELED NECROSIS. When you deal damage, you can change the damage type to Necrotic.

NECROMANTIC CURSE. You know the *Culling* ☹ cantrip.

Additionally, starting at character level 3, you always have the *Infect Wounds* spell prepared, and at character level 5, you always have the *Construct Companion* ☹ (the Construct is made of bone) spell prepared. You can cast each spell once without a spell slot, and you regain the ability to cast them in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose ability when you select this species).

ROTPROOF. You have Resistance to Necrotic damage.





TERMINOX

Terminox (*TER-mi-noks*) are a bio-mechanical people reforged by the discordant tone of Progress through the hyper-logical denial of emotion to build structures of control around their pain. Their indomitable bodies are designed to neither cease nor slow in the face of whatever obstacle stands before them.

Typically driven to achieve perfection in the areas of their obsession, terminox are always seeking the next step of optimization. While some uphold an advancement of the self, finding a solitary path or embedding in a small unit, many assimilate into the collective and join the never-ending march of Progress.

Terminox are a species built of fiendish metal with cables of synthetic flesh that cling to their frame like muscle. Their heads appear approximately skeletal, sometimes connected to cords that resemble hair. The parts that make up their construction are typically colored in shades of gray or red.

TERMINOX TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall)

Speed: 30 feet

As a Terminox, you have these special traits.

AGELESS. You don't suffer from or die of old age.

CONDUCTIVE FRAME. You have Resistance to Lightning damage.

DARKVISION. You have Darkvision with a range of 60 feet.

RELENTLESS MARCH. When you drop to 0 Hit Points but aren't killed outright, you can choose to ignore the effects of the Unconscious condition until you regain any Hit Points. You must still make Death Saving Throws until you regain any Hit Points or become Stable. If you take an action while you are at 0 Hit Points, you suffer a Death Saving Throw failure unless that action stabilizes you or restores you to 1 Hit Point or more. Once you ignore the Unconscious condition with this trait, you can't do so again until you finish a Long Rest.

STRENGTH OF METAL. You have Resistance to Poison damage, and you have Advantage on saving throws to avoid or end the Petrified and Poisoned conditions.

PATH OF PROGRESS. When you reach character level 3, you must choose the path your discordant nature takes.

ADAPTIVE PLATING. Your creature type becomes Fiend. When you take damage, you can take a Reaction to change the damage type of your Conductive Frame trait to the triggering damage type for 1 minute. You can end the change early at any time (no action required). You can use this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

COLLECTIVE PROTOCOL. While you can see at least one ally within 60 feet of yourself, when you or one such ally fails a D20 Test, you can take a Reaction to grant a bonus to the total equal to your Proficiency Bonus, possibly turning the failure into a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.





VARG

Vargs (VAHRG) are a vampiric people corrupted by the discordant tone of Entropy through the envious yearning to fill the emptiness within them in the hopes it may quiet their pain. They hunger for the life essence of others, which they drain to briefly satiate themselves. Those who work to control or even master this craving avoid succumbing to its addictive nature. The rest become ravenous killers.

Whether enticed by the ease of feeding within heavily populated areas or brooding in the remote reaches of far-flung worlds, the desire of a varg to fill the pit within themselves often leads them to achieve impressive levels of wealth or power—though it is never enough.

Vargs have pallid skin in desaturated hues, and on their backs are leathery flaps that resemble cloaks. They typically have prominent foreheads, ears that evoke bat wings, and prominent fangs. All vargs have one or more patches of fiendish energy on their chest, neck, or abdomen that serve as windows to the emptiness within.

VARG TRAITS

Creature Type: Humanoid

Size: Medium (about 4–6 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Varg, you have these special traits.

AGELESS. You don't suffer from or die of old age.

DARKVISION. You have Darkvision with a range of 60 feet.

DRAIN ENERGY. You know the *Chill Touch* cantrip, and Constitution is your spellcasting ability for it.

You can cast the spell as a Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

HOLLOW FLESH. You have Resistance to Cold damage and Necrotic damage.

THE PIT WITHIN. You don't gain Exhaustion levels from dehydration or malnutrition, but you must drain vital energy to survive. If you go a number of days equal to your Constitution modifier plus 1 (minimum of 1) without damaging a creature with your *Chill Touch*, you gain 1 Exhaustion level. Until you damage a creature with *Chill Touch*, you can't remove Exhaustion levels, and you continue to gain 1 Exhaustion level every 24 hours that pass. This trait can't cause your Exhaustion level to rise higher than 5.

If you reduce a creature to 0 Hit Points using *Chill Touch*, you remove all Exhaustion levels gained from this trait.

PATH OF ENTROPY. When you reach character level 3, you must choose the path your discordant nature takes.

DISTANT DESIRE. Your *Chill Touch* cantrip now has a range of 60 feet. When you damage a creature with it, you gain a number of Temporary Hit Points equal to twice your Proficiency Bonus.

WINGS OF NIGHT. Your creature type becomes Fiend, and you grow a pair of bat wings from your shoulders that grant you a Fly Speed equal to your Speed. When you cast *Chill Touch*, you can wrap your wings around the target to gain Advantage on the spell's attack roll.





VOLCAR

Volcar (*VOAL-car*) are a species of earth and fire, with fully elemental bodies of lava that they can melt and solidify at will. Able to sustain themselves entirely on minerals, they are a hearty people who thrive on their volcanic homeworld.

Many volcar are fascinated by and study cycles, especially the relationship between destruction and renewal. They are often nomadic, following seasons, currents, patterns, and other natural phases. Some prefer more social or political cycles, getting involved in governments or militaries.

Their rocky hide runs a variety of earthen shades from dark obsidian to pale limestone, with a humanoid visage that appears like a chiseled statue or a natural rock formation. Glowing lava forms lines and patterns in their exterior and can ignite at a moment's notice, turning their whole form red-hot and malleable.

VOLCAR TRAITS

Creature Type: Elemental

Size: Medium (about 6–8 feet tall)

Speed: 30 feet

As a Volcar, you have these special traits.

FURNACE METABOLISM. You don't gain Exhaustion levels from dehydration, and you can eat minerals and glass as if they were a similar amount of food.

HOT LAVA. You know the *Produce Flame* cantrip. Constitution is your spellcasting ability for it.

IGNEOUS HIDE. You have Resistance to Fire damage and Poison damage. You also have Advantage on saving throws you make to avoid or end the Petrified condition or the Poisoned condition.

MOLTEN FORM. As a Bonus Action, you can melt your rocky body into lava for 1 minute, until you have the Incapacitated condition, or until you end it early (no action required). For the duration, you have Immunity to Fire damage, you can move through spaces as narrow as 1 foot without spending extra movement to do so, and you can move through a creature's space as if it were Difficult Terrain. When you move through a creature's space, you can deal 1d4 Fire damage to it. A creature takes this damage only once per turn. The damage increases by 1d4 when you reach character levels 5 (2d4), 11 (3d4), and 17 (4d4). Your equipment shapes with your molten form and is unharmed by this transformation.

Once you use this Bonus Action, you can't do so again until you finish a Short or Long Rest.

SOLIDIFIED OBSIDIAN. When you are hit by an attack roll, you can take a Reaction to add your Proficiency Bonus to your AC against that attack, possibly causing it to miss. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.





YOGGOTH

Yoggoths (YAW-goth) are a strange species rumored to have been birthed from the eldritch dreams of the mysterious elder beings of the galaxy. Hailing from a remote homeworld scattered with the ruins of their creators, they experience otherworldly dreams said to be an echo of what brought their people into being.

As the ultimate survivors, yoggoths are extremely resourceful and prone to recycling everything they possibly can. Many are drawn to salvaging operations, but some are driven to uncover the mysteries of their dreams and eldritch origins, not stopping until they discover the answers they seek.

Yoggoths appear like alien flies in a bipedal humanoid shape with both leathery and chitinous hides that are typically earthy in color. They have large glassy eyes, four nostrils on their elongated snouts, and fleshy tendrils that can grow from their head or chin. Two pairs of leathery wings grow from their shoulders, from which they emit their infamous drone.

YOGGOTH TRAITS

Creature Type: Humanoid

Size: Medium (about 4–6 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Yoggoth, you have these special traits.

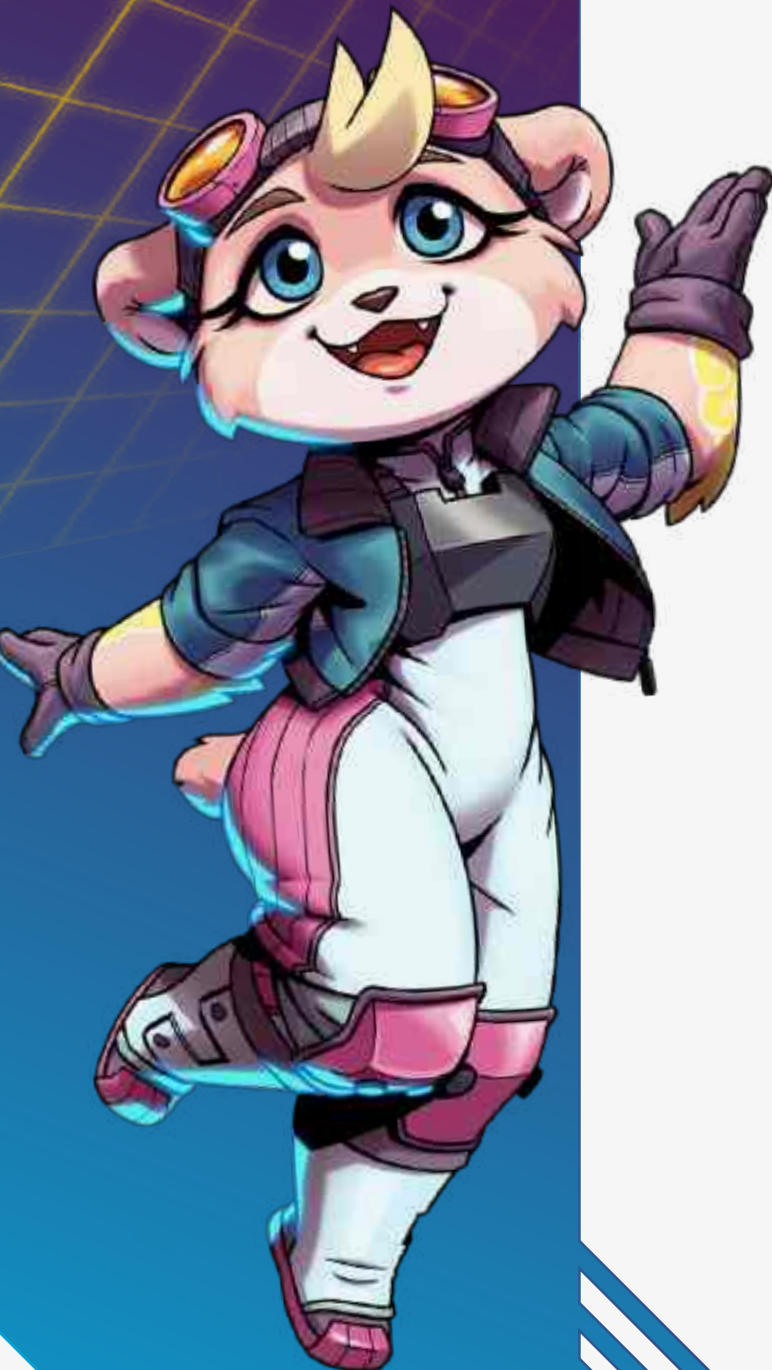
BUZZING WINGS. You have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

HYPNAGOGIC DRONING. As a Bonus Action, you can create a vibration that resonates with your most alien dreams in a 20-foot Emanation originating from you. The droning lasts for 1 minute or until you lose your Concentration. When you create the Emanation, and at the start of each of your turns for the duration, each creature of your choice in that area must succeed on a Wisdom saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or subtract 1d4 from ability checks and attack rolls until the start of your next turn. Once you use this Bonus Action, you can't use it again until you finish a Long Rest.

LINGERING DREAMS. When you sleep, your dreams connect to the lingering echoes of the Eldest that created the yoggoth species, gifting you with knowledge you can't explain. When you finish a Long Rest, you gain proficiency in one skill and with one tool of your choice until you make a different selection with this trait.

SOLE SURVIVOR. You have Advantage on saving throws made to avoid or end the Charmed, Exhaustion, or Poisoned conditions.





ZEPHURSA

Zephursa (*zeh-FUR-suh*) are a small, ursine species that hail from floating cities atop a sea of clouds. They bear a special connection to the skies, allowing them to call the wind and even puff up in a cloudy form. They value the power of friendship, which they can genuinely manifest and harness to overcome challenges.

With a spark of ingenuity and a clever knack for invention, many Zephursa are drawn to tinkering with gizmos and developing new ways of approaching daily tasks. Many zephursa are most comfortable soaring through the skies of worlds across the galaxy, but there are those who stay more grounded and find their joy in the community that surrounds them.

Zephursa are little humanoid bears with colorful fur, often with pastel hues although more natural colors do appear. They have swirling cloud patterns somewhere on their coat that sometimes grow into bushier tufts of fluff. The clouds that encircle them when they puff up usually take on the prismatic color of their fur.

ZEPHURSA TRAITS

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

As a Zephursa, you have these special traits.

CHILDREN OF THE SKIES. You know the *Befriend* 🍷 cantrip.

Additionally, starting at character level 3, you always have the *Fog Cloud* spell prepared, and starting at character level 5, you always have the *Gust of Wind* spell prepared. You can cast each one once without a spell slot, and you regain the ability to cast them in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

CLOUD PUFF. As a Bonus Action, you can puff up with swirling cloud stuff and gain a Fly Speed equal to half your Speed for 1 minute.

When you are hit by an attack roll during this time, you can take a Reaction to subtract 1d4 from the total, possibly causing it to miss.

Once you puff up with this trait, you can't use it again until you finish a Short or Long Rest.

GENTLE DESCENT. While you don't have the Incapacitated condition, when you fall, your rate of descent is 60 feet per round, and you take no damage from falling.

SOOTHING STARE. As a Magic action, you target a creature you can see within 30 feet of you and end one of the following conditions affecting it: Charmed, Frightened, or Stunned.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.





ZETICULAN

Zeticulans (*zeh-TIK-yoo-lin*) are one of the oldest and most enigmatic species of the Stardust Rhapsody, with some theorizing that they impossibly arrived from outside the galaxy. Their minds are so expansive that they have unlocked a psionic power that emanates past their own bodies and allows them to pierce into the minds of others using telepathy.

Many zeticulans crave knowledge above all else, desiring to study, understand, and catalog every aspect of existence down to its last atom. They are drawn to any opportunity to conduct experiments of all varieties or the chance to expand their mental databases. While many remain elusive and mysterious, there are some who venture to mingle with other peoples of the galaxy to learn through new and unpredictable life experiences.

Varying in size and shape, zeticulans are alien humanoids with smooth skin that is typically gray or green. They have thin, elongated necks, oversized, bulbous craniums, and large, dark eyes with slit-like pupils. Among the hairless majority, a few can grow shocks of vibrant, nearly neon hair atop their heads.

ZETICULAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Zeticulan, you have these special traits.

ALIEN MIND. You have Resistance to Psychic damage.

BIG BRAINED. You have proficiency in the Insight, Investigation, or Persuasion skill.

MENTAL SPEECH. You have telepathy with a range of 10 feet times your character level.

REPULSION FIELD. As a Bonus Action, you can project a psychic field in a 15-foot Emanation originating from you that deters your enemies. Until the start of your next turn, you and your allies within the Emanation don't provoke Opportunity Attacks when leaving an enemy's reach. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

TELEPATHIC. You know the *Psychic Needle* 🎲 cantrip.

Additionally, starting at character level 3, you always have the *Command* spell prepared, and starting at character level 5, you always have the *Detect Thoughts* spell prepared. You can cast each of these spells once without a spell slot, and you regain the ability to cast them in that way when you finish a Long Rest. You can also cast them using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast using this trait (choose the ability when you select this species).

